

BOOK OF GAMES

DESTROY
HUMANS

WIN A MICROVITEC MONITOR

Contents

JULY 1984

Cover illustration
by Gary Wing

Yes, it's back! Due to popular demand, we bring you the **Computer & Video Games Book of Games III!** They said it couldn't be done—but we've come up with another amazing collection of space shoot-outs, adventures and arcade action for you to enjoy.

All this and we've got prizes too! Just turn to the back page of this Book of Games and you'll find out how to win a Microvitec colour monitor in our easy to enter competition.

And remember, if you have any problems with the listings in this Book of Games, don't hesitate to call the Bug Hunter. All the games are tried and tested by our team of reviewers so we reckon they are Bug free.

But Screaming Foul-Up may have sneaked some in when we were looking the other way—so the Bug Hunter will be waiting to help you out. Check out the C&VG contents page for the Bugphone number!

We hope you enjoy this Book of Games as much as the others we've sent your way. But for now—play on!

BATTLE TANKS 3
Can you hold the enemy's forces at bay long enough for reinforcements to reach your beleaguered tank battalion? A game of suspense and strategy for the **Dragon 32**.

BUG-OUT 6
You'll wish you hadn't gone out in the garden. The fertiliser you put on your favourite plants has turned the insects rather nasty and you'll have to get moving with the pesticide. **Atari**.

PHARAOH'S TOMB 9
Dare you venture into the long lost tomb of Nefertiti, not knowing what horrors await you? For adventurous **Spectrum** owners only.

OUTLAW 12
Step into the shoes of one of the wild west's last great heroes, battling against bank robbers and highwaymen. A must for sharp shooting **Atari** owners.

MARTIAN INVASION 15
The little green monsters are coming and brave **VIC 20s** are required to fight off the menacing attack.

CRICKET 19
The British summer being what it is, the cricket season should be washed out as usual. But, as long as you have a **Spectrum** back in the pavilion, you'll never be without your favourite game.

DODGE CITY 23
You are desperate for money and you are willing to take any job that comes along, even if it means being the sheriff of the roughest, toughest town in the west. **Electron** and **BBC**.

HOT AIR 29
Take to the skies in a balloon with a little help from a **Commodore 64**. Around the world in 64K?

HELI-BOMBER 32
Only your shooting skill will save you and your damaged helicopter, in a game of speed and co-ordination for the **VIC**.

PLATFORM WILLY 34
Yes, Miner Willy is still stuck down the mine and this time all the lights have gone out. Can you help him fix all the lights and find his way back to the surface? **Spectrum**.

LUDO 37
Commodore 64 version of the classic board game for up to four people.

ROX 20 42
Being the captain of a deep space cargo ship isn't as easy as you thought. A huge asteroid belt is approaching fast and you had better get your trigger finger ready, and blast away. **VIC** with **3K** expansion.

MOTOR RACER 45
The thrills and spills of the racing track are waiting for any **Texas** owner who's brave enough to take the wheel.

SKI-ING 48
Bring the Alps into your living room. This ski-ing game is so realistic it will have you shivering with fear. **Spectrum**.

BOUNTY HUNTER 50
A group of robots have overridden the restraint circuits and have gone on an orgy of killing. You have been called in as the world's best robot hunter to track them down. You'll need a strong nerve and a **ZX Spectrum**.

BATTLE TANKS

RUINS ON DRAGON 32 WITH ONE JOYSTICK

BY DREW MARSHALL

```
10 POKEMFF07.8
120 CLRARR4:CLARR08:CLS:PRODE4:PLCS2
130 GOBUB1408 'VARIABLES
140 GOBUB1230 'INTRO E.T.C.
150 PRINT8400 'PLEASE WAIT....
160 GOBUB1800 'GRAPHICS
170 CLS:SCREEN0:FORI=1TO100:NEXT:PLS
180 '
190 ' TIME GIVEN IS 60 SECS
200 TIMER=0
210 '
220 'MAIN LOOP
230 SCREEN1:1 'PRINT TANKS
240 GOBUB300 'READ KEYS
250 IF TIMER<3000 THEN230
260 IF TIMER<3000 THEN230
270 CLS:PRINT "SORRY!!!!!!TIME UP!!!"
280 PRINT "I WILL ADJUDICATE MATTERS..."
290 PRINT "I WILL ADJUDICATE MATTERS..."
300 PRINT "PLAYER "RND(2)" WINS...."
310 PRINT "AND THE OTHER PLAYER HAS BEEN"
320 PRINT "PRINT"
330 GOTO1040
340 STOP
350 DRAW"BM"+STR$(K1)+", "+STR$(Y1)+":JC:KRB(D1):"
360 DRAW"BM"+STR$(K2)+", "+STR$(Y2)+":JC:KRB(D2):"
370 Y3=Y1:Y3=Y1:K4=Y2:Y4=Y2:D1=D1:D2=D2
380 RETURN
390 R1=(PEEK(341)+223)-(PEEK(339)+239)
400 R2=(PEEK(345)+247)-(PEEK(338)+239)
410 D1=D1+R1:D2=D2+R2:IF D1=0 THEN D1=8
420 IF D1=9 THEN D1=1
430 IF D2=9 THEN D2=1
440 IF D2=0 THEN D2=8
450 IF R1<0 THEN DRAW"BM"+STR$(K3)+", "+STR$(Y3)+":JC:KRB(D1):"
460 IF R2<0 THEN DRAW"BM"+STR$(K4)+", "+STR$(Y4)+":JC:KRB(D2):"
```

EXECUTED!!!!"

An enemy tank division is approaching. As the last surviving commander of your battalion, it's up to you to stop the enemy's unceasing invasion of your country's territory. You control a Chieftain tank aimed at the enemy forces. They approach your tank from all directions — at best you have 60 seconds to home in on the target and shoot before your tank is hit by a guided missile. Undeterred by the overwhelming odds, you radio for help and set out with your tank to wreak as much havoc on the enemy as you can. Good luck! And remember to think of England.

BATTLE TANKS

```

475 F1=PEEK(338):F2=PEEK(344)
480 IF F1=223 THEN GOSUB338
490 IF F2=253 THEN GOSUB618
500 IF PEEK(348)=223 THEN GOSUB698
510 IF PEEK(342)=253 THEN GOSUB888
520 RETURN
530 IFD1=80RD1=10RD1=2THENY1=-1ELSEIFD1=70RD1=3THENY1=BELSEY1=1
540 IFD1=1ANDD1<DTHENK1=1ELSEIFD1=10RD1=5THENK1=BELSEK1=-1
550 IF FL=1 THEN FL=B:RETURN
560 Y1=Y1+10:K1=K1+10
570 K1=K1+K1:Y1=Y1+Y1
580 IF K1<=18 OR X1=230 THEN K1=K1-1
590 IF Y1<=5 OR Y1=178 THEN Y1=Y1-1
600 DRAW"BM"+STRK X3+";"+STRK Y3+";CB;KAK(01):":RETURN
610 IFD2=80RD2=10RD2=2THENY1=-1ELSEIFD2=70RD2=3THENY1=BELSEY1=1
620 IFD2=1ANDD2<DTHENK1=1ELSEIFD2=10RD2=5THENK1=BELSEK1=-1
630 IF FL=1 THEN FL=B:RETURN
640 Y1=Y1+10:K1=K1+10
650 K2=K2+K1:Y2=Y2+Y1
660 IF K2<=18 OR X2=230 THEN K2=K2-1
670 IF Y2<=5 OR Y2=178 THEN Y2=Y2-1
680 DRAW"BM"+STRK X4+";"+STRK Y4+";CB;KAK(02):":RETURN
690 FL=1:GOSUB338
700 K1=K1+10:Y1=Y1+10
710 K1=K1+K1:Y1=Y1+Y1
720 IFD1=1THENI=4:II=BELSEIFD1=3THENI=14:II=9ELSEIFD1=5THENI=5:II=20ELSEIFD1=7TH
ENI=-6:II=B
730 IFD1=8THENI=12:II=2ELSEIFD1=4THENI=12:II=16ELSEIFD1=6THENI=-6:II=16ELSEIFD1=
8THENI=-4:II=2
740 K1=K1+1:Y1=Y1+1
750 IF PEEK(1536+32*NY+(K1/8)<X/8 THEN DM=2:GOTO918
760 PSET(K1,MY,5)
770 IF K1<255 AND K1/8 AND MY/8 AND MY<180 THEN K1=K1+K1:MY=MY+Y1:PRESET(K1-K1,MY-Y1)
780 GOTOT58
790 PRESET(K1,MY)
790 RETURN
800 FL=1:GOSUB618
810 K1=K1+10:Y1=Y1+10
820 K1=K1+K1:Y1=Y1+Y1
830 IFD2=1THENI=4:II=BELSEIFD2=3THENI=14:II=9ELSEIFD2=5THENI=5:II=20ELSEIFD2=7TH
ENI=-6:II=B
840 IFD2=8THENI=12:II=2ELSEIFD2=4THENI=12:II=16ELSEIFD2=6THENI=-6:II=16ELSEIFD2=
8THENI=-4:II=2
850 K1=K1+1:Y1=Y1+1
860 IF PEEK(1536+32*NY+(K1/8)<X/8 THEN DM=1:GOTO918
870 PSET(K1,MY,5)
880 IF K1<255 AND K1/8 AND NY/8 AND NY<180 THEN K1=K1+K1:MY=MY+Y1:PRESET(K1-K1,MY-Y1):GOT
OT58
890 PRESET(K1,MY)

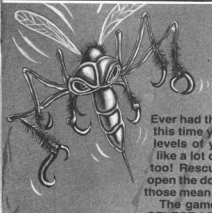
```

```

900 RETURN
910 POKE&HFD6,B:PLAY"O4T3CDEFBGDBGC":IFDM=1THENX=K1:Y=Y1 ELSEX=X2:Y=Y2
920 K1=X2:Y=Y2+6
930 FORI=1TO15STEP2
940 CIRCLE(X,Y),I,5,.4
950 NEXT
960 PLAY"O1T25DBGDBGAF"
970 CLS
980 PRINT:," PLAYER "DM" HAS BEEN SHOT!"
990 PRINT
1000 PRINT" (PROBABLY AB "":IFDM=1THENPRINT"2"/ELSEPRINT"1")
1020 PRINT" SHOT HIM!"
1030 PRINT#448,"I WOULD'N'T LET PLAYER "":IFDM=1THENPRINT"2"/ELSEPRINT"1")
1040 FORI=1TO2880:NEXT
1050 FORI=1584 TO1585:POKEI,96:NEXT:PRINT#448,"PRESS SPACE TO PLAY"
1060 POKE&HFD7,8
1070 POKE&HFD7,8
1080 GOSUB1458:GOTO178
1090 RK1="BM+4:AND6RD6RD24L6L4R2BUZL4D18R18U18L4":RK3="BM+14:+9N46DL6DZL4UR
6:+8NR6RD6BR4U6L4O2BL2L4R18D18L4
1100 RK2="BM+12:+2NG4FG4FG3H4E3F1BEH3GBF8BH3":RK4="BM+12:+16N4H4GH4GH3E4F3GB
F3HGBF8BH3":RK5="BM+6:+16N4H4HE4HE3F4G3HGF3GBHGBF3":RK6="BM+4:+2NG4FG4FG3E
4H3GBH3FGBHGB3
1110 DM
1120 FORI=28 TO 228 STEP25
1130 DRAW"BM"+STRK(1)+";"+STRK(INT(I/2))

```


BUG OUT



Ever had the feeling you're falling? Well, this time you have fallen into the lower levels of your own computer! Seems like a lot of your friends are down here too! Rescue enough of them to help you open the door to the next level, but watch out for those mean old Bugs!

The game starts with the title page followed by a SELECT LEVEL page. Having selected the level you wish to play, the game proper starts.

A joystick in jack number one controls your man. A number of walls are drawn, including a border. Your man cannot move through the walls or border, but can squeeze diagonally between them.

The Bugs cannot squeeze diagonally between walls but otherwise they will head directly for you. If they get in each other's way, being somewhat cannibalistic, they will occasionally eat each other! This gives you a bit more of a chance to get out to the next level.

Shown at the top of the screen is the score, the number of men to rescue according to which level you are on and the number of level (1-9).

When the required number have been rescued, a door opens at the right of the screen allowing access to the next level. There are nine levels in all.

In lines 380, 1100 and 1210, the lower-case 'v' is to be inverse. (Atari logo key).

The same applies to the 'S' sign in lines 1120, 1190 and 1230.

Program Variables:

AX/BY—your man plus bugs arrays (positions)

L=level

S/X/Y="stick" values

A=check for men, walls, door

M=men counter

E=increment number of men per level

D=various delays

MM=prig bug loop

MV=move/check bugs loop

U=check if bugs

C=spand loop

G=score per level

MV=ending of run pointer

Location 106 tells system how many pages (blocks of 256 bytes) of RAM memory are available. We reserve four pages for new character set above display list and screen RAM where it cannot be overwritten.

BY BRIAN HILLS

Program Variables:

GR=pointer to new character set.

Location 756 normally points to character set in ROM.

The first block of Data statements is a machine code character set move routine which moves the character set from ROM to RAM fast. Avoids the 'Please wait... syndrome!'

The next block of Data statements are the shapes used. The program loops between 140 and 360 and the bug shapes are moved in the MV loop (260 to 350).

DL=display list, to alter screen lines (see lines 560, 570).

LL=calculate wall number per level.

R=random number (0-255).

Peeking location 53770 is faster than R=INT(RND(0)*X).

This program only just runs in 16K. Pressing 'BREAK' and re-running a few times may get it into trouble and you will be left with a blank screen! Much better to hit 'System reset' to restart. The introductory tune is handled at lines 710 to 730. Data values are pitch, then a value times 35 for duration.

```

90 GOSUB 400
100 BX(0)=1:BY(0)=11
110 BX(1)=12:BY(1)=2:BX(2)=14:BY(2)=2
120 BX(3)=12:BY(3)=21:BX(4)=14:BY(4)=21
130 SETCOLOR 2,L,8:X=0:Y=0
140 POSITION BX(0),BY(0):? #6;" ":POKE 7
150 S=STICK(0):X=(S=5 OR S=6 OR S=7)-(S=
9 OR S=10 OR S=11):Y=(S=5 OR S=9 OR S=13
)-(S=6 OR S=10 OR S=14)
160 LOCATE BX(0)+X,BY(0)+Y,A:IF A=164 TH
EN X=0:Y=0
170 IF A=246 THEN M=M+1
180 IF A=246 THEN GOSUB 370
190 IF M=E THEN SOUND 0,30,10,8:FOR D=0
TO 10:NEXT D:SOUND 0,0,0,0:POSITION BX(1
1)? #6;"/":M=100
200 BX(0)=BX(0)+X:BY(0)=BY(0)+Y
210 POSITION BX(0),BY(0):? #6;"v"
220 FOR MM=1 TO 4:POSITION BX(MM),BY(MM)
1:? #6;"#":NEXT MM
230 IF A=47 THEN POSITION BX(0),BY(0):?
#6;" ":GOTO 1230
240 LOCATE BX(0)+X,BY(0)+Y,A:IF A=164 TH

```

```

EN X=0:Y=0
250 LOCATE BX(0),BY(0),A:IF A=35 THEN GO
SUB 1020:GOTO 100
260 FOR MV=1 TO 4
270 LOCATE BX(MV)+1,BY(MV),U:IF U=164 OR
U=35 THEN GOTO 290
280 IF BX(MV)<BX(0) THEN BX(MV)=BX(MV)+1
:POSITION BX(MV)-1,BY(MV):? #6;" "
290 LOCATE BX(MV)-1,BY(MV),U:IF U=164 OR
U=35 THEN GOTO 310
300 IF BX(MV)>BX(0) THEN BX(MV)=BX(MV)-1
:POSITION BX(MV)+1,BY(MV):? #6;" "
310 LOCATE BX(MV),BY(MV)+1,U:IF U=164 OR
U=35 THEN GOTO 330
320 IF BY(MV)<BY(0) THEN BY(MV)=BY(MV)+1
:POSITION BX(MV),BY(MV)-1:? #6;" "
330 LOCATE BX(MV),BY(MV)-1,U:IF U=164 OR
U=35 THEN GOTO 350
340 IF BY(MV)>BY(0) THEN BY(MV)=BY(MV)-1
:POSITION BX(MV),BY(MV)+1:? #6;" "
350 NEXT MV
360 GOTO 140
370 FOR C=14 TO 0 STEP -1:SOUND 0,20+C,1
0,C:NEXT C:G=6+1
380 POSITION 0,0:? #6;"SCORE";G;" RESCUE
":E;"v";L";L
390 SOUND 0,0,0,0:RETURN
400 ME=PEEK(106):GR=ME-4
410 POKE 106,GR:GRAPHICS 1+16:CHR=6R*256
420 FOR X=0 TO 39:READ A:POKE 1536+X,A:N
EXT X:Z=USR(1536,CHR,4)
430 DATA 104,104,133,207,104,133,206,104
440 DATA 104,133,212,169,0,133,204,169
450 DATA 224,133,205,162,1,160,0,177
460 DATA 204,145,206,200,208,249,230,205
470 DATA 230,207,232,228,212,208,240,96
480 CH=16:FOR T=1 TO 2:CH=CH+16
490 FOR AD=CHR+CH TO CHR+7+CH:READ DA:PO
KE AD,DA:NEXT AD:NEXT T
500 FOR AD=CHR+432 TO CHR+7+432:READ DA:
POKE AD,DA:NEXT AD
510 DATA 60,126,231,255,189,195,126,60
520 DATA 126,129,129,129,129,129,126
530 DATA 60,36,60,24,126,24,36
540 POKE 756,GR
550 SETCOLOR 1,0,0:SETCOLOR 2,11,6:SETCO
LOR 4,11,6
560 DL=PEEK(560)+256*PEEK(561)
570 POKE DL+6,7:POKE DL+9,2
580 POSITION 5,0:? #6;"#####
590 POSITION 5,2:? #6;"#####
600 POSITION 5,1:? #6;"B U G O U T"
610 FOR X=0 TO 10:FOR B=0 TO 14 STEP 2

```

BUG OUT

```

620 SETCOLOR 0,B,B:FOR D=0 TO 10:NEXT D
630 NEXT B:NEXT X
640 POSITION 15,4:? #6;" STARRING "
650 FOR D=0 TO 500:NEXT D
660 POSITION 2,7:? #6;"# THE BUGS #"
670 POSITION 1,10:? #6;"T.HITCH":? #6
680 POSITION 1,13:? #6;"MAL FUNCTION":? #6
690 POSITION 1,16:? #6;"SCREAMING FOULUP":? #6
700 POSITION 1,19:? #6;"SNAG JNR.":? #6
710 FOR P=1 TO 25:READ DA:SOUND 0,DA,10,
8:READ DA:FOR D=0 TO DA*35:NEXT D:SOUND
0,0,0,0:NEXT P:SOUND 0,0,0,0
720 DATA 60,1,64,1,60,2,80,2,76,2,60,1,6
4,1,60,2,53,2,80,2,60,1,64,1,60,2,80,2
730 DATA 91,1,80,1,76,4,80,1,91,1,102,2,
108,1,121,1,80,2,162,2,121,4
740 FOR X=0 TO 20
750 FOR D=0 TO 30:NEXT D
760 POSITION 13,4:? #6;"
"
770 FOR D=0 TO 20:NEXT D
780 POSITION 13,4:? #6;">>>PRESS START<<
<"
790 IF PEEK(53279)<>7 THEN B20
800 NEXT X
810 GOTO 740
820 MY=PEEK(106)-4:POKE 106,MY
830 GRAPHICS 2+16
840 DIM BX(4),BY(4):L=1:M=0:LL=150:E=6
850 ? #6;" SELECT LEVEL":? #6:? #6;"
('SELECT' KEY)"
860 FOR D=0 TO 200:NEXT D
870 IF PEEK(53279)=5 THEN L=L+1:FOR D=0
TO 20:NEXT D
880 IF L=10 THEN L=1
890 POSITION 6,5:? #6;"LEVEL ";L:SETCOLO
R 0,L,8
900 IF PEEK(53279)=6 THEN 1080
910 POSITION 4,10:? #6;"press start"
920 IF L=1 THEN LL=140:E=6
930 IF L=2 THEN LL=130:E=8
940 IF L=3 THEN LL=120:E=10
950 IF L=4 THEN LL=110:E=12
960 IF L=5 THEN LL=100:E=14
970 IF L=6 THEN LL=90:E=16
980 IF L=7 THEN LL=80:E=18
990 IF L=8 THEN LL=70:E=20
1000 IF L=9 THEN LL=60:E=22

```

```

1010 GOTO 870
1020 POSITION 6,23:? #6;"GOTCHA!!"
1030 FOR C=0 TO 14 STEP 2:FOR D=0 TO 40:
SOUND 0,D,2,B:SETCOLOR 0,11,C:NEXT D:NEXT
C:SOUND 0,0,0,0
1040 FOR D=0 TO 200:NEXT D
1050 G=0-10
1060 IF G<0 THEN G=0
1070 M=0
1080 GRAPHICS 1+16:POKE 756,GR
1090 SETCOLOR 0,11,12:SETCOLOR 1,0,14:SE
TCOLOR 2,L,8:SETCOLOR 4,0,0
1100 POSITION 0,0:? #6;"SCORE":G;" RESCU
E":I;"v":L:L
1110 POSITION 0,1
1120 FOR B=0 TO 19:? #6;"$":NEXT B
1130 FOR B=1 TO 22:? #6;"$":NEXT B
1140 FOR B=1 TO 22:POSITION 19,B:? #6;"$
":NEXT B
1150 FOR B=1 TO 19:POSITION B,23:? #6;"$
":NEXT B
1160 FOR V=3 TO 21
1170 FOR W=2 TO 17
1180 R=PEEK(53770)
1190 IF R<LL THEN POSITION W,V:? #6;"$":
1200 NEXT W:NEXT V
1210 FOR N=0 TO 40:POSITION INT(RND(0)*1
6+2),INT(RND(0)*19+3):? #6;"v":NEXT N
1220 RETURN
1230 FOR D=0 TO 20:NEXT D:FOR P=14 TO 0
STEP -1:SOUND 0,20,0,P:POSITION 19,11:?
#6;"$":NEXT P:SOUND 0,0,0,0
1240 FOR D=0 TO 150:NEXT D
1250 FOR Z=1 TO 56:SETCOLOR 2,Z,Z:SOUND
0,Z,Z,8:FOR D=0 TO 5:NEXT D:NEXT Z:SOUND
0,0,0,0
1260 L=L+1:E=E+2
1270 IF L=10 THEN GRAPHICS 2+16:SETCOLOR
4,4,4:SETCOLOR 0,4,6:POSITION 2,3:? #6;
"CONGRATULATIONS!!!":GOTO 1300
1280 LL=LL-10:M=0
1290 GOSUB 1080:GOTO 100
1300 POSITION 3,5:? #6;"YOU ARE NOW AN"
1310 POSITION 1,7:? #6;"EXPERT BUG-DODGE
R!!!";
1320 POSITION 3,10:? #6;"YOU SCORED ";G
1330 FOR P=0 TO 14 STEP 2:FOR N=1 TO 15:
FOR D=0 TO 8:NEXT D:SETCOLOR 0,N,P
1340 SOUND 0,100/N,P,8:NEXT N:NEXT P:SOU
ND 0,0,0,0
1350 FOR D=0 TO 1000:NEXT D
1360 POKE 106,MY:RUN

```


PHARAOH'S TOMB

[illegible]

7004 LET CS = "": LET dS = "": RETURN
T T T T T

N 7005 LET CS = "": LET dS = "": RETURN
T T T T T

N 7006 LET CS = "": LET dS = "": RETURN
T T T T T

N 7007 LET CS = "": LET dS = "": RETURN
T T T T T

OUTLAW

```

10 GOSUB 500
15 GRAPHICS 4:POKE 710,209:POKE 712,209
17 GOSUB 800
20 GOSUB 1000
30 GOSUB 2000
500 ? " [ESC CTRL CLEAR] ":POKE 710,0
506 OPEN #3,4,0,"K:"
510 GRAPHICS 1+16:POKE 712,50
520 POSITION 0,1: ? #6:" OUTLAW"
530 POSITION 0,3: ? #6:" by Shaun Elwell
"
540 POSITION 0,5: ? #6:" INSTRUCTIONS?
"
550 POSITION 0,6: ? #6:" (Y or N)"
560 GET #3,KB:IF KB<>89 THEN RETURN
570 ? #6:" [ESC CTRL CLEAR]"
580 ? #6
590 ? #6:" the green player"
600 ? #6:" is the outlaw and"
610 ? #6:" is out to kill !!"
620 ? #6:" the red player is"
630 ? #6:" the sheriff and"
640 ? #6:" must defend his"
650 ? #6:" people against "
660 ? #6:" the evil outlaw!!"
670 ? #6:" the first person"
680 ? #6:" to hit the other"
690 ? #6:" 10 times wins."
700 POSITION 0,19: ? #6:" PRESS START"
710 IF PEEK(53279)<>6 THEN 710
720 RETURN
800 COLOR 1:PLOT 34,1:DRAWTO 34,6:DRAWTO
37,6:PLOT 37,5
810 PLOT 38,5:DRAWTO 38,2:PLOT 35,2:PLOT
39,3
820 PLOT 33,5:PLOT 33,3:PLOT 35,2:PLOT 3
5,4
830 PLOT 35,7:PLOT 35,8:PLOT 36,7:PLOT 3
6,8
840 PLOT 40,19:DRAWTO 40,23:PLOT 41,20:P
LOT 41,22:PLOT 39,21
850 PLOT 24,28:DRAWTO 24,30:DRAWTO 26,30
:PLOT 26,32
860 DRAWTO 26,27:PLOT 27,29:PLOT 28,29:D
RAWTO 28,27
870 PLOT 50,29:DRAWTO 50,32:PLOT 49,30:P
LOT 51,31
875 PLOT 50,2:DRAWTO 50,8:PLOT 49,4:PLOT
51,3:PLOT 51,5:PLOT 49,6
880 RETURN
1000 A=PEEK(106)-B
1010 POKE 54279,A
1020 PMBASE=256*A
1022 FOR I=PMBASE+384 TO PMBASE+512
1024 POKE I,0
1026 NEXT I
1030 FOR I=PMBASE+512 TO PMBASE+640
1040 POKE I,0
1050 NEXT I
1060 FOR I=PMBASE+640 TO PMBASE+768
1070 POKE I,0
1080 NEXT I
1082 FOR I=PMBASE+768 TO PMBASE+896:POKE
I,0:NEXT I
1090 X=50:Y=48:ZAP=X+14:SHOT=1:SC=0:BL=0
1100 X1=179:Y1=48:SC1=0:ZAP1=X1+5:SHOT1=
1:BL1=0
1110 POKE 704,216:POKE 705,52:POKE 559,4
6:POKE 53277,3

```

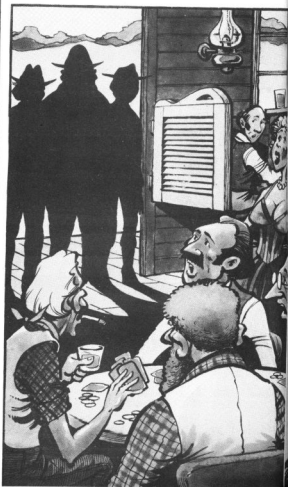
The sun was high above the small township of Atarville, California, when the gunfighter rode in on his jet black horse. He dismounted in front of the strangely silent saloon and turned to look down the deserted main street, deserted except for the lone figure of the sheriff—the only man brave enough to face the feared gunfighter.

The man in black fingered the butt of his silver Navy Colt which rested comfortably in the holster on his hip and began to walk toward the waiting sheriff. Somewhere a dog barked. The gunfighter shifted his cigar from one side of his mouth to another and prepared to send another victim to Boot Hill.

COMMENTS

Type the following in inverse:

Line 540	'INSTRUCTIONS?'
550	'(Y or N)'
590	'green'
620	'red'
670	'the first person'
680	'to hit the other'
690	'10 times'
700	'PRESS START'
2760	'PRESS START'



BY SHAUN ELWELL

This game is for two players. Instead of only one life, however, you have ten! The idea of the game is to shoot your opponent ten times. A score is given at the end of the game—HITS divided by BULLETS USED * 1000.

The players are drawn using the Atari's special player/missile graphics, and the author has used a machine code routine to speed up vertical movement of the program and is accessed during play by a USR command.

For anyone who intends to use this routine in their own programs, note that the player/missile set up lines must be typed in the order shown.

WANTED

IN 45 STATES

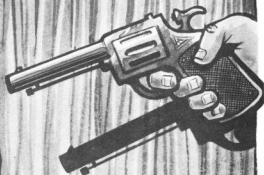


SID
LIGHTNING
\$150

KILLER
MC GREW
\$255

THE
RINGO
KID
\$200

DEAD OR ALIVE



```

1120 POKE 53248,X:POKE 53249,X1:POKE 532
50,0
1130 FOR I=0 TO 8
1140 READ B
1150 POKE PMBASE+512+Y+I,B
1160 NEXT I
1170 DATA 12,30,12,9,14,8,8,20,18
1180 FOR I=0 TO 8
1190 READ B
1200 POKE PMBASE+640+Y1+I,B
1210 NEXT I
1220 DATA 6,15,6,18,14,2,2,5,9
1290 POKE 53256,1:POKE 53257,1
1340 GOSUB 10000
1350 GOSUB 10100
1990 RETURN
2000 S=STICK(0):SOUND 0,0,0,0:SOUND 1,0,
0,0
2010 S1=STICK(1)
2020 IF S=14 AND Y>=6 THEN B=USR(UP,PMBA
SE+511+Y):Y=Y-1
2030 IF S1=14 AND Y1>=6 THEN B=USR(UP,PM
BASE+639+Y1):Y1=Y1-1
2060 IF S=13 AND Y<=110 THEN B=USR(DOWN,
PMBASE+511+Y):Y=Y+1
2070 IF S1=13 AND Y1<=110 THEN B=USR(DOW
N,PMBASE+639+Y1):Y1=Y1+1
2090 POKE PMBASE+384+YM,0
2095 POKE PMBASE+384+YM1,0
2100 IF SHOT=1 THEN YM=Y+3:ZAP=X+14:POKE
53252,ZAP
2105 IF SHOT1=1 THEN YM1=Y1+3:ZAP1=X1+5:
POKE 53253,ZAP1
2130 POKE PMBASE+384+YM,3
2135 POKE PMBASE+384+YM1,12
2160 IF STRIG(0)=0 THEN SHOT=0
2165 IF STRIG(1)=0 THEN SHOT1=0
2170 IF ZAP>200 THEN ZAP=X+14:SHOT=1:POK
E 53252,ZAP:BL=BL+1
2175 IF ZAP1<12 THEN ZAP1=X1+5:SHOT1=1:P
OKE 53253,ZAP1:BL1=BL1+1
2180 IF SHOT=0 THEN ZAP=ZAP+18:POKE 5325
2,ZAP:SOUND 0,80,8,10
2185 IF SHOT1=0 THEN ZAP1=ZAP1+18:POKE 5
3253,ZAP1:SOUND 1,80,8,10
2190 IF PEEK(53256)=3 THEN POKE 53252,X+
14:POKE 53278,0:BL=BL+1:SHOT=1:GOSUB 250
0
2195 IF PEEK(53257)=3 THEN POKE 53253,X1
+5:POKE 53278,0:BL1=BL1+1:SHOT1=1:GOSUB
3000
2197 IF PEEK(53248)=1 THEN POKE 53252,X+
14:POKE 53278,0:SHOT=1:BL=BL+1
2198 IF PEEK(53249)=1 THEN POKE 53253,X1
+5:POKE 53278,0:SHOT1=1:BL1=BL1+1
2200 GOTO 2000
2500 ? :? " OUTLAW SHERIF
F"
2505 POKE 755,1
2510 SC=SC+1
2520 ? :? " "SC;"
"SC1
2530 IF SC<>10 THEN RETURN
2550 POKE 53248,0:POKE 53249,0:POKE 5325
2,0:POKE 53253,0
2560 GOSUB 5000
2630 GRAPHICS 1+16
2640 POSITION 0,2:? #6;" THE OUTLAW WON
"SC;"SC1
    
```

```

2650 POSITION 0,4:7 #6;" SCORES:-"
2660 POSITION 0,6:7 #6;"OUTLAW SHE
RIFF"
2662 IF SC=0 THEN SCR=0:GOTO 2665
2663 SCR=INT(1000*(SC/BL))
2665 IF SC1=0 THEN SCR1=0:GOTO 2670
2666 SCR1=INT(1000*(SC1/BL1))
2670 POSITION 0,7:7 #6;" "SCR;"
"SCR1
2760 POSITION 0,13:7 #6;" PRESS START
"
2770 IF PEEK(53279)<6 THEN 2670
2780 RESTORE :RUN
3000 ? :? " OUTLAW SHERIF
F"
3005 POKE 755,1
3010 SC1=SC1+1
3020 ? :? " "SC;"
"SC1
3030 IF SC1<10 THEN RETURN
3050 POKE 53248,0:POKE 53249,0:POKE 5325
2,0:POKE 53253,0
3060 GOSUB 5000
3130 GRAPHICS 1+16
3140 POSITION 0,2:7 #6;"THE sheriff WON
"SC1;"-";SC
3145 GOTO 2650
5000 GRAPHICS 0:POKE 710,209
5010 FOR I=1 TO 38:7 CHR$(19):NEXT I
5020 FOR I=1 TO 38:7 CHR$(19):NEXT I
5040 POSITION 7,4:7 CHR$(160)
5050 POSITION 6,5:FOR I=1 TO 3:7 CHR$(16
0):NEXT I:POSITION 25,5:7 CHR$(160)
5060 POSITION 7,6:7 CHR$(160):POSITION 2
4,6:FOR I=1 TO 3:7 CHR$(160):NEXT I
5070 POSITION 7,7:7 CHR$(160):POSITION 2
5,7:7 CHR$(160)
5080 POSITION 7,8:7 CHR$(160):POSITION 2
5,8:7 CHR$(160)
5090 POSITION 25,9:7 CHR$(160):POSITION
11,9:7 CHR$(9):7 CHR$(15)
5100 POSITION 11,10:7 CHR$(160):7 CHR$(
160):POSITION 32,11:7 CHR$(160):7 CHR$(
160)
5110 POSITION 11,11:7 CHR$(160):7 CHR$(
160)
5120 POSITION 32,12:7 CHR$(160):7 CHR$(
160)
5140 POSITION 4,13:7 CHR$(160)
5150 POSITION 3,14:FOR I=1 TO 3:7 CHR$(1
60):NEXT I
5160 POSITION 4,15:7 CHR$(160)
5170 POSITION 4,16:7 CHR$(160):POSITION
27,16:7 CHR$(8):7 CHR$(10)
5180 POSITION 4,17:7 CHR$(160):POSITION
27,17:7 CHR$(160):7 CHR$(160)
5185 ? "C12 SPACESICTRL QIC9 CTRL RICT
RL E)"
5190 ? "C12 SPACESIShift=JBOOT HILLISHI
FT=J)"
5200 ? "C12 SPACESICTRL ZIC9 CTRL RICT
RL C)"
5220 FOR I=1 TO 13:POSITION I,21:7 CHR$(
19):NEXT I:FOR I=25 TO 39:POSITION I,21
:7 CHR$(19):NEXT I
5230 FOR I=1 TO 13:POSITION I,22:7 CHR$(
19):NEXT I:FOR I=25 TO 39:POSITION I,22

```

```

:7 CHR$(19):NEXT I
5300 SOUND 0,122,10,10:SOUND 1,145,10,8:
SOUND 2,122,10,8:FOR W=0 TO 120:NEXT W
5310 SOUND 0,145,10,10:FOR W=0 TO 120:NE
XT W
5320 SOUND 0,109,10,10:SOUND 1,109,10,8:
SOUND 2,92,10,8:FOR W=0 TO 240:NEXT W
5330 SOUND 0,145,10,10:SOUND 1,145,10,8:
SOUND 2,122,10,8:FOR W=0 TO 480:NEXT W
5340 SOUND 0,0,0,0:SOUND 1,0,0,0:SOUND 2
,0,0,0
5500 POSITION 20,11:7 CHR$(19)
5510 POSITION 20,12:7 "I"
5520 POSITION 19,13:7 CHR$(6):CHR$(13):C
HR$(7)
5530 POSITION 19,14:7 CHR$(13):CHR$(13):
CHR$(13)
5540 POSITION 0,22:7
5550 FOR U=0 TO 500:NEXT U
5560 GRAPHICS 1+16
5570 RETURN
10000 DIM UPCODE$(21):UP=ADR(UPCODE$)
10010 FOR I=UP TO UP+20
10020 READ B:POKE I,B
10030 NEXT I:RETURN
10040 DATA 104,104,133,204,104,133,203
10050 DATA 160,1,177,203,136,145,203
10060 DATA 200,200,192,11,208,245,96
10100 DIM DOWNCODE$(21):DOWN=ADR(DOWNCOD
E$)
10110 FOR I=DOWN TO DOWN+20
10120 READ B:POKE I,B
10130 NEXT I:RETURN
10140 DATA 104,104,133,204,104,133,203
10150 DATA 160,10,177,203,200,145,203
10160 DATA 136,136,192,255,208,245,96

```

Variables

PMBASE

= starting memory location of player missiles.
X = horizontal position of player 0
X1 = horizontal position of player 1
Y = vertical position of player 0
Y1 = vertical position of player 1
ZAP = horizontal position of missile 0
ZAP1 = horizontal position of missile 1
SC = number of hits for player 0
SC1 = number of hits for player 1
BL = bullets fired for player 0
BL1 = bullets fired for player 1

How it runs

10-30 : GOSUB instructions, playfield set up, and player/missile set up.
500-560 : Titles and ask for instructions.
570-729 : Instructions.
800-880 : Draw playfield.
1000-1020 : Find top of memory and set up player/missile start.
1022-1080 : Clear missiles and players.
1130-1220 : Draw players.
1340-1350 : Set up M/C routine.
2000-2200 : Sense joysticks and do movement.
2090-2185 : Sense trigger and do firing.
2190-2200 : Sense hit on players and cacti.
2500-2530 : Increase score when player 1 is hit.
2550-2780 : If player 0 has won then do scores.
3000-3030 : If player 0 is hit then increase score.
3050-3145 : If player 1 wins say so and GOSUB 2650 to do scores
5000-5230 : Draw graveyard.
5300-5340 : Play tune.
5500-5550 : Draw new grave.
10000-10160 : Data for M/C routine.

MARTIAN INVASION

RUNS ON A VIC20 IN 3.5K

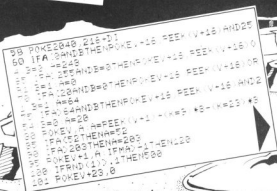
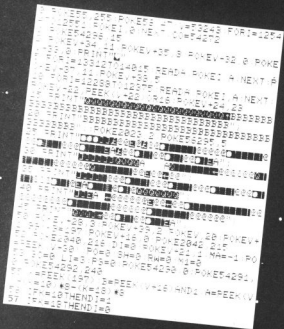
BY ANDON

You may have heard some very misguided people claim that there isn't any life on Mars.

They have been pulling the wool over our eyes for years. Hundreds of Martians have been living and working in secret on Earth for many years now, laying the plans for the invasion to begin.

Now that we've given you a warning, it's up to you to do the decent thing and save the Earth.

Not easy when you're faced with hordes of laser-spitting green aliens. But we're sure you'll do your best.



CRICKET

RUNS ON A 48K SPECTRUM

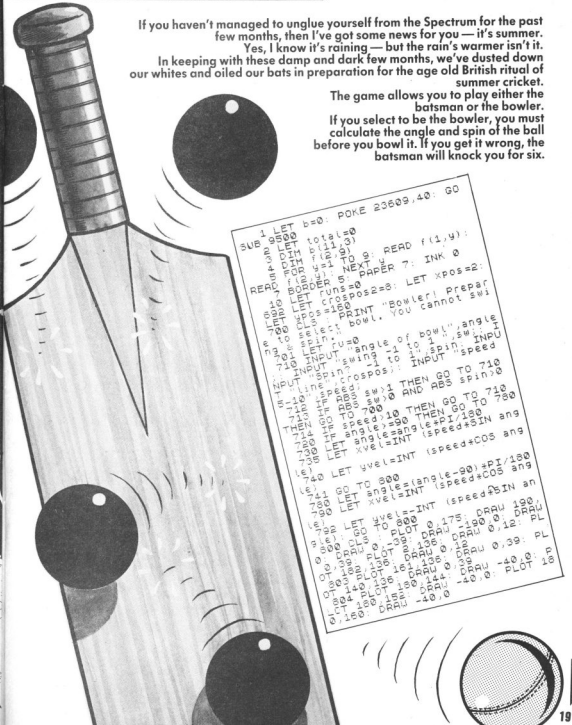
BY ANDREW HENDERSON

If you haven't managed to unglue yourself from the Spectrum for the past few months, then I've got some news for you — it's summer.

Yes, I know it's raining — but the rain's warmer isn't it. In keeping with these damp and dark few months, we've dusted down our whites and oiled our bats in preparation for the age old British ritual of summer cricket.

The game allows you to play either the batsman or the bowler.

If you select to be the bowler, you must calculate the angle and spin of the ball before you bowl it. If you get it wrong, the batsman will knock you for six.



```
1 LET b=0: POKE 23609,40: GO
SUB 9500
2 LET total=0
3 DIM b(11,3)
4 FOR y=1 TO 9: READ f(1,y):
5   FOR x=1 TO 9: NEXT x
6   BORDER 5: PAPER 7: INK 0
7   LET runs=0
8   LET crospos=2: LET xpos=2:
9   LET ypos=100: PRINT "Bowler! Prepar
10  CLS: bowl. You cannot swi
11  to select bowl.
12  spin=0
13  LET "angle of bowl",angle
14  INPUT "angle of bowl",sw:
15  INPUT "spin",spin: INPUT "speed
16  INPUT "crospos": INPUT "speed
17  IF ABS sw>1 THEN GO TO 710
18  IF ABS sw>0 AND ABS spin>0
19  THEN GO TO 710
20  IF speed>10 THEN GO TO 780
21  IF angle>90 THEN GO TO 780
22  LET angle=angle+PI/180
23  LET xvel=INT (speed*SIN ang
24  LET yvel=INT (speed*COS ang
25  LET angle=(angle-90)*PI/180
26  LET xvel=INT (speed*COS ang
27  LET yvel=INT (speed*SIN ang
28  GO TO 800
29  GO TO 800
30  GO TO 800
31  GO TO 800
32  GO TO 800
33  GO TO 800
34  GO TO 800
35  GO TO 800
36  GO TO 800
37  GO TO 800
38  GO TO 800
39  GO TO 800
40  GO TO 800
41  GO TO 800
42  GO TO 800
43  GO TO 800
44  GO TO 800
45  GO TO 800
46  GO TO 800
47  GO TO 800
48  GO TO 800
49  GO TO 800
50  GO TO 800
51  GO TO 800
52  GO TO 800
53  GO TO 800
54  GO TO 800
55  GO TO 800
56  GO TO 800
57  GO TO 800
58  GO TO 800
59  GO TO 800
60  GO TO 800
61  GO TO 800
62  GO TO 800
63  GO TO 800
64  GO TO 800
65  GO TO 800
66  GO TO 800
67  GO TO 800
68  GO TO 800
69  GO TO 800
70  GO TO 800
71  GO TO 800
72  GO TO 800
73  GO TO 800
74  GO TO 800
75  GO TO 800
76  GO TO 800
77  GO TO 800
78  GO TO 800
79  GO TO 800
80  GO TO 800
81  GO TO 800
82  GO TO 800
83  GO TO 800
84  GO TO 800
85  GO TO 800
86  GO TO 800
87  GO TO 800
88  GO TO 800
89  GO TO 800
90  GO TO 800
91  GO TO 800
92  GO TO 800
93  GO TO 800
94  GO TO 800
95  GO TO 800
96  GO TO 800
97  GO TO 800
98  GO TO 800
99  GO TO 800
100 GO TO 800
```

CRICKET

```

805 INK 4: PRINT AT 12,0;"",AT
14,0;"",INK 2
810 PRINT AT 16,13;"L M O";
820 PLOT XPOS,YPOS; PRINT AT 13
INT CROSPOS2;"",AT 13,INT CROS
POS;"O";
825 IF INKEY$="s" THEN GO TO 26
830 IF INKEY$="h" THEN GO TO 26
835 IF XPOS=XPOS+XVEL(YVEL)
840 LET YPOS=YPOS+INT(YVEL)
845 LET CROSPOS2=CROSPOS
850 LET CROSPOS=(CROSPOS2+SW/3.
855 LET YVEL=YVEL-.12
860 IF YPOS<=137 THEN LET YVEL=
865 IF YPOS<=137 AND SW=0 THEN
870 YVEL=SW*PIN
875 IF CROSPOS<31 OR CROSPOS<0
880 IF CROSPOS<2000
885 IF XPOS=182 THEN GO TO 300
890 IF YPOS<175 THEN GO TO 320
895 IF speed<5 THEN GO TO 320
900 PRINT "that was a height wi
905 PRINT "It also went for 4 bye
910 LET run=2010
915 GO TO 2010
920 CLS: PRINT "That ball flew
925 An extra run to the bat
930 CLS: PRINT "front or back
935 LET run=1
940 GO TO 4000
945 CLS: INPUT "batsman no.";b+1;
950 1/2;"root
955 PRINT "batsman no.";b+1;
960 GO TO 2602+root
965 LET fbl=162: G
970 LET ffl=139: LET fbl=162: G
975 TO 2610
980 LET ffl=161: LET fbl=162: G
985 TO 2610
990 INPUT "shot: high,medium,lo
995 ALSO 4 for v.high.";
1000 1,2,3,7
1005 GO TO 2610+heig
1010 LET uhl=161: LET lhl=152: G
1015 TO 2620
1020 LET uhl=153: LET lhl=142: G
1025 TO 2620
1030 LET uhl=143: LET lhl=135: G
1035 TO 2620
1040 LET uhl=176: LET lhl=160: G
1045 TO 2620
1050 INK 4: PRINT AT 0,0;"",PR
INT AT 2,0;"
12 PRINT AT 5,13;"L M O";
1221 PRINT AT 13,4;"press z & x
to select bat position. press r
when satisfied."
2625 PRINT AT 1,0;"",AT 1,batc;"
8888";
2626 IF INKEY$="r" THEN GO TO 26
31
2627 LET batc=batc-(INKEY$="z")+
(INKEY$="x")
2628 IF batc<0 THEN LET batc=0
2629 IF batc>28 THEN LET batc=28
2630 GO TO 2625

```





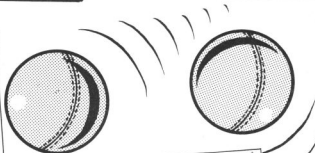
CRICKET

continued from page 21

```

5000 LET b(b+1,3)=1: PRINT AT 10
0: "bowled out. runs: "; runs: PA
USE 100: GO TO 8000
5050 LET b(b+1,3)=2: CLS: PRINT
"caught by the keeper. BAD JUDGE
E- MENT.": PAUSE 123: GO TO 800
0
5000 PRINT AT 0,0: "4 runs!": FOR
d=1 TO 20: BEEP 0.02,-8+d: NEXT
d: LET run=4
5010 GO TO 2900
5000 LET b(b+1,3)=2: CLS: PRINT
"caught by fielder. 'w' for '
"runs.": FOR e=1 TO 23: BE
EP .04,18-e: NEXT e
5010 GO TO 8000
5000 LET b=b+1: CLS: PRINT "
total: "; runs for "b: " last ma
n="; runs:
5010 LET b(b,1)=runs: LET b(b,2)
=total
5011 PAUSE 156
5030 IF b=batsmen THEN GO TO 805
0
5031 GO TO 5
5050 PRINT AT 7,0: "FINAL SCORE."
5051 PRINT AT 3,2: "total: "; run
s for "b: " wickets. "
5052 PRINT AT 4,0: "Runs run
s at fall
T 6+h,0,h: "b(h,1):
b(h,2):
5054 IF b(h,3)=1 THEN PRINT AT 5
+h,2: "BLD"
5055 IF b(h,3)=2 THEN PRINT AT 5
+h,2: "CL"
5057 NEXT h
5070 STOP
9000 DATA 2,3,13,17,12,18,11,19,
3,29,3,15,3,20,20,11,3,13
9500 PRINT "ZX SPECTRUM C
RICKET"
9501 PRINT AT 3,0: "A Computer Cr
icket Simulation. Complete with
bowling, batting and Fielding sy
stems! For 2 players."
9502 PRINT AT 14,0: "© A.J.Hen
derson August 1983"
9503 PRINT: PRINT "Tell the com
pu-umpire how many batsmen you w
ant in this innings: "; batsmen
9508 INPUT "Batsmen: "
9509 PRINT: PRINT "INSTRUCTIONS
? y/n " INPUT 95: IF 95="n"
THEN RETURN
9500 CLS: PRINT "The bowler fir
stly selects a bowl"
9501 PRINT AT 2,0: "ANGLE -0 is s
traight up, 180 straight down, 9
0 is horizontal."
9502 PRINT AT 5,0: "SPIN - A nega
tive spin is an off-spin, a posit
ive spin is a leg-spin-Vary it a
nd experiment!"
9503 PRINT AT 10,0: "SWING- A neg
ative swing is an inswing, a pos
itive one is an outswing."
9504 PRINT AT 14,0: "LINE-0 is f
ar outside the leg-stump, 31 is f
ar outside the off-stump, 15 is
the middle stump."
9505 PRINT AT 19,0: "SPEED- 11 is
fast, 5 is slow. NB-ball may

```



not SWING AND SPIN at the same t
ime.": PAUSE 1500
9507 CLS: PRINT "THE BATSMAN MU
ST NOW PLAY THE BOUL.

He watches its
vertical and horizontal movemen
t and, when certain, presses 5 t
o select a shot."
9508 PRINT "HE will be asked to
play on the front foot or the ba
ck foot- the first foot positions
ds are the front foot positions
and the second column is the bac
k foot."
9509 PRINT "The batsman must sel
ect the height of the shot- Low
is the lowest grid, Medium is th
e middle grid, high is the top g
rid and very high is above the g
rids."

9510 PRINT "These grids are in f
ront of the stumps in the bowlin
g display."

9511 PAUSE 1000: CLS
9512 PRINT "The batsman must the
n place the ball in line with th
approaching ball or in line wit
h where he thinks it will be whe
n it reaches him (remembering sw
ing and spin)."

9513 PRINT "To select the bat an
gle a number is input. 0 sends t
he ball back down the pitch, and
a negative number hits it onto the o
ff side, a negative one sends it
out onto the leg side."

9514 PRINT "When this is done th
e bowl continue and the batsman
must wait for the ball to enter
the grid he selected and then pr
ess H to hit the ball."

9515 PAUSE 1200: CLS

9516 PRINT "The strength of the
shot must be selected. The harder
it is, the more likely it is to
be missed. If hit a beep will b
e heard and the field will be se
t up."

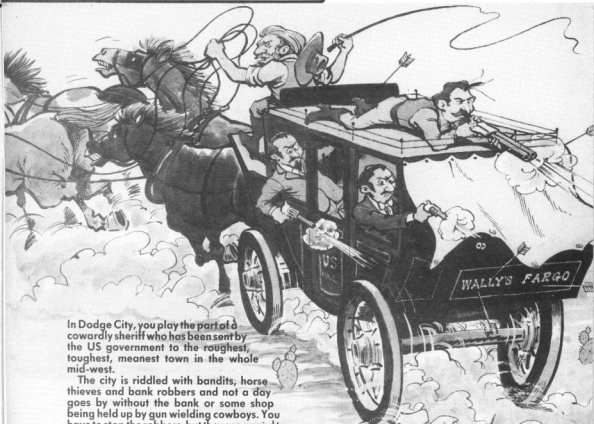
If the ball is only just misse
d there may be an edge and a cat
ch may go to the wicket."

9517 PRINT "If the struck ball i
s hit through the fielder it is
caught and the batsman is out. If
caught and the batsman may score runs.
The bowler may change the field
after runs have been scored, sele
cting how far along and up the f
ielder should go (negative number
s may be used)."
9519 PRINT "The computer will ke
ep score and produce a Final Sco
reboard at the end of the inning
s.": PAUSE 1000: RETURN

DODGE CITY

RUNS ON A BBC MODEL B OR AN ACORN ELECTRON IN 32K

BY MARTIN CLIFT



In Dodge City, you play the part of a cowardly sheriff who has been sent by the US government to the roughest, toughest, meanest town in the whole mid-west.

The city is riddled with bandits, horse thieves and bank robbers and not a day goes by without the bank or some shop being held up by gun wielding cowboys. You have to stop the robbers, but they are armed to the teeth and you will have to tread carefully, unless you want blood splattered over your shiny new badge.

The townspeople will give you \$100 for every bandit you kill, but will deduct \$500 from your salary for every successful robbery.

Once you have earned \$5,000, you will be able to afford to buy a ride on a stage coach back to New York.

```
10SHERIFF=19:SCORE=0:LIVES=3
20MODE1
30PROCINSTRUCTIONS
40PROCITY
50PRINTTAB(3,19),CHR$(224),CH
R$(226)
60PRINTTAB(3,20),CHR$(225),CH
R$(227)
70X=28
80IFX=11THENPROCLOSE:X=28
90PRINTTAB(5,20),CHR$(232),CH
R$(232)
100PRINTTAB(5,14),CHR$(232),CH
R$(232)
110PRINTTAB(5,15),CHR$(232),CH
R$(232)
```

```
120PRINTTAB(5,15),CHR$(232),CH
R$(232)
130PRINTTAB(5,16),CHR$(232),CH
R$(232)
140PRINTTAB(5,17),CHR$(232),CH
R$(232)
150PRINTTAB(5,18),CHR$(232),CH
R$(232)
160PRINTTAB(5,19),CHR$(232),CH
R$(232)
170PRINTTAB(5,20),CHR$(232),CH
R$(232)
180PRINTTAB(5,21),CHR$(232),CH
R$(232)
190PRINTTAB(5,22),CHR$(232),CH
R$(232)
200PRINTTAB(5,23),CHR$(232),CH
R$(232)
210TIME=TIME+1:UNTILTIME=40
220PRINTTAB(5,24),CHR$(232),CH
R$(232)
230PRINTTAB(5,25),CHR$(232),CH
R$(232)
240X=X-1
250GOTO80
260DEFPROCROBBER
270POSITION=1
280IFPOSITION=1THEN
```

DODGE CITY



```

290PRINTTAB(POSITION,X);CHR$(2
28);CHR$(230)
300PRINTTAB(POSITION,X+1);CHR$
(229);CHR$(231)
310SOUND0,-15,150,2
320SHOT=RND(5)
330IFSHOT>1THENGOTO490
340SOUND1,1,157,5
350GUN=POSITION
360PRINTTAB(GUN,X)"-"
370TIME=0:REPEAT:UNTILTIME=3
380PRINTTAB(GUN,X)" "
390IFGUN=6AND X=14THENGOTO490
400IFGUN=6ANDX=15THENGOTO490
410IFGUN=6ANDX=19THENGOTO490
420IFGUN=6ANDX=20THENGOTO490
430IFGUN=6ANDX=24THENGOTO490
440IFGUN=6ANDX=25THENGOTO490
450IFGUN=4 AND X=SHERIFF THEN
PROCYOUR_HIT
460IFGUN=4 AND X=SHERIFF+1 THE
NPROCYOUR_HIT
470GUN=GUN-1
480IFGUN>3THENGOTO360
490SOUND0,-15,150,2
500ENDPROC
510DEFPROCMOVE_UP
520PRINTTAB(3,SHERIFF)" "
530PRINTTAB(3,SHERIFF+1)" "
540SHERIFF=SHERIFF-1
550IFSHERIFF<12THENSHERIFF=12
    
```

```

560PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
570PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
580SOUND1,-15,200,3
590ENDPROC
600DEFPROCMOVE_DOWN
610PRINTTAB(3,SHERIFF)" "
620PRINTTAB(3,SHERIFF+1)" "
630SHERIFF=SHERIFF+1
640IFSHERIFF>27THENSHERIFF=27
650PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
660PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
670SOUND1,-15,200,3
680ENDPROC
690DEFPROCFIRE
700ENVELOPE1,3,-17,61,9,4,0,0,
126,0,0,-126,126,126
710SOUND1,1,157,5
720BULLET=5
730PRINTTAB(BULLET,SHERIFF)"-"
740TIME=0:REPEAT:UNTILTIME=3
750PRINTTAB(BULLET,SHERIFF)" "
760IFBULLET=POSITION AND SHERI
FF=X THENPROCHIT:GOTO70
770IFBULLET=POSITION AND SHERI
FF=X+1 THENPROCHIT:GOTO70
780IFBULLET=5AND SHERIFF=14THE
NGOTO860
790IFBULLET=5AND SHERIFF=15THE
NGOTO860

```

```

800IFBULLET=5AND SHERIFF=19THE
NGOTO860
810IFBULLET=5AND SHERIFF=20THE
NGOTO860
820IFBULLET=5AND SHERIFF=24THE
NGOTO860
830IFBULLET=5AND SHERIFF=25THE
NGOTO860
840BULLET=BULLET+1
950IFBULLET<35THENGOTO730
860SOUND0,-15,150,2
870ENDPROC
880DEFPROCHIT
890D=200
900SOUND1,-15,0,1
910D=D-5
920IFD>0THENGOTO900
930PRINTTAB(POSITION,X)"X "
940PRINTTAB(POSITION,X+1)" "
950TIME=0:REPEAT:UNTILTIME=180
960PRINTTAB(POSITION,X)" "
970SCORE=SCORE+100
980PRINTTAB(1,30)"YOU HAVE $:"
;SCORE
990IFSCORE>5000THENPROCHWIN
1000ENDPROC
1010DEFPROCHWIN
1020C=0
1030A=RND(255):B=RND(5)
1040C=C+1
1050SOUND1,-15,A,B
1060IFC<100THENGOTO1030
1070COLOUR129:CLS
1080PRINT""CONGRATULATIONS""Y
OU'VE RAISED THE CASH TO BUY A T
ICKET FOR THE NEXT STAGE COACH
OUT OF DODGE""CITY,"
1090END
1100ENDPROC
1110DEFPROCYOUR_HIT
1120PRINTTAB(3,SHERIFF)"X "
1130PRINTTAB(3,SHERIFF+1)" "
1140F=200
1150SOUND1,-15,F,1
1160F=F-5
1170IFF>0THENGOTO1150
1180TIME=0:REPEAT:UNTILTIME=180
1190PRINTTAB(3,SHERIFF)" "
1200LIVES=LIVES-1
1210IFLIVES=0THENGOTO1260
1220SHERIFF=19
1230PRINTTAB(3,SHERIFF);CHR$(22
4);CHR$(226)
1240PRINTTAB(3,SHERIFF+1);CHR$(
225);CHR$(227)
1250ENDPROC
1260COLOUR129:CLS
1270PRINT""YOU HAVE SUFFERED TH
REE SERIOUS INJURIES AND DIED"

```

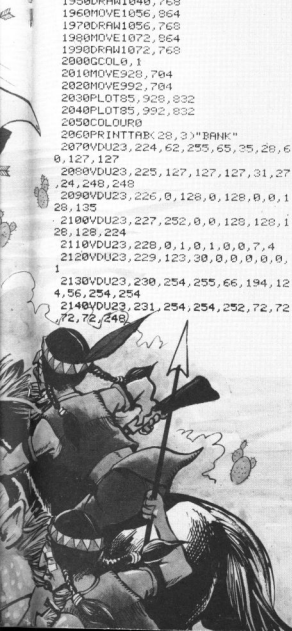


Dodge City



1280END
 1290DEFFROCCITY
 1300REMSALOON
 1310GCOL0,131
 1320CLG
 1330GCOL0,0
 1340MOVE176,896
 1350MOVE576,1024
 1360PLOT85,240,1024
 1370PLOT85,624,896
 1380MOVE624,896
 1390MOVE176,896
 1400PLOT85,400,1024
 1410GCOL0,2
 1420MOVE160,896
 1430MOVE640,896
 1440PLOT85,160,704
 1450PLOT85,640,704
 1460GCOL0,1
 1470MOVE352,768
 1480MOVE440,768
 1490PLOT85,352,704
 1500PLOT85,440,704
 1510GCOL0,0
 1520MOVE440,704
 1530DRAW440,800
 1540DRAW352,800
 1550DRAW352,704
 1560MOVE352,768
 1570DRAW440,768
 1580MOVE400,768
 1590DRAW400,704
 1600GCOL0,3
 1610COLOUR3
 1620COLOUR128
 1630PRINTTAB(10,5)"SALOON"
 1640COLOUR131
 1650PRINTTAB(0,0);SPC(39)

1660REMBANK
 1670GCOL0,2
 1680MOVE800,928
 1690MOVE1120,928
 1700PLOT85,800,704
 1710PLOT85,1120,704
 1720GCOL0,3
 1730MOVE832,768
 1740MOVE910,768
 1750PLOT85,832,864
 1760PLOT85,910,864
 1770GCOL0,0
 1780MOVE864,768
 1790DRAW864,864
 1800MOVE848,768
 1810DRAW848,864
 1820MOVE880,768
 1830DRAW880,864
 1840MOVE896,768
 1850DRAW896,864
 1860GCOL0,3
 1870MOVE1008,864



```

1880MOVE1088,864
1890PLOT85,1088,768
1900PLOT85,1088,768
1910GCOLOR,0
1920MOVE1024,864
1930DRAW1024,768
1940MOVE1040,864
1950DRAW1040,768
1960MOVE1056,864
1970DRAW1056,768
1980MOVE1072,864
1990DRAW1072,768
2000GCOLOR,1
2010MOVE928,704
2020MOVE992,704
2030PLOT85,928,832
2040PLOT85,992,832
2050COLOUR0
2060PRINTTAB(28,3)"BANK"
2070VDU23,224,62,255,65,35,20,6
0,127,127
2080VDU23,225,127,127,127,31,27
,24,248,248
2090VDU23,226,0,128,0,128,0,0,1
28,135
2100VDU23,227,252,0,0,128,128,1
28,128,224
2110VDU23,228,0,1,0,1,0,0,7,4
2120VDU23,229,123,30,0,0,0,0,0,
1
2130VDU23,230,254,255,66,194,12
4,56,254,254
2140VDU23,231,254,254,252,72,72
,72,72,248

```

```

2150VDU23,232,255,255,255,255,2
55,255,255,255
2160COLOUR0
2170PRINTTAB(1,30)"YOU HAVE $";
SCORE
2180ENDPROC
2190DEFPROCINSTRUCTIONS
2200COLOUR130
2210COLOUR0
2220CLS
2230PRINTTAB(12,1)"*****
****"
2240PRINTTAB(12)"* DODGE CITY
*"
2250PRINTTAB(12)"* BY
*"
2260PRINTTAB(12)"* MARTIN CLIFT
*"
2270PRINTTAB(12)"*****
****"
2280PRINT"" Howdy partner!""W
elcome to Dodge City."
2290PRINT"Due to lack of applic
ants the position of sheriff ha
s become vacant in Dodge "
2300PRINT"City, and you have th
e dubious honour of becoming t
he new sheriff."
2310PRINT"Well to be honest you
have no choice, it's either t
his or Uncle Sam will send you
to Alaska."
2320PRINT"The problem is those
pesky bandits who seem intent
on robbing your Bank."
2330PRINT"But you will be reward
ed with a hundred dollars for e
very bandit you kill, and if yo
u can raise $5000 you can catch"
2340PRINT"the next stage coach
home."
2350PRINT"" BEWA
RE!!!"
2360PRINT"YOU LOSE $500 FOR EVE
RY SUCCESSFUL RAID"
2370INPUT""HIT RETURN TO CONTIN
UE""A$
2380CLS
2390PRINTTAB(11,13)"CONTROL KEY
S ARE.."
2400PRINTTAB(11)"*****
****"
2410PRINTTAB(11)"* A.....
UP *"
2420PRINTTAB(11)"* Z.....DO
WN *"

```

DODGE CITY



```
2430PRINTTAB(11)"* SPACE BAR.FI  
RE *"  
2440PRINTTAB(11)"*****  
***"  
2450INPUT"" "HIT RETURN TO PLA  
Y"R#  
2460ENDPROC  
2470DEFPROCLOSE  
2480ENVELOPE2,1,4,-4,4,10,20,10  
126,0,0,-126,126,126  
2490SOUND1,2,100,100  
2500AWAY=11  
2510PRINTTAB(POSITION,AWAY);CHR  
#(220);CHR#(230)  
2520PRINTTAB(POSITION,AWAY+1);C  
HR#(229);CHR#(231)  
2530TIME=0:REPEAT:UNTILTIME=20  
2540PRINTTAB(POSITION,AWAY)" "  
  
2550PRINTTAB(POSITION,AWAY+1)" "  
2560AWAY=AWAY+1  
2570IFAWAY=30THENGOTO2590  
2580GOTO2510  
2590SCORE=SCORE-500  
2600IFSCORE<0THENSCORE=0  
2610PRINTTAB(1,30)"YOU HAVE $ "  
SCORE  
2620ENDPROC
```


HOT AIR

RUINS ON A COMMODORE 64 WITH ONE JOYSTICK

BY DAVID ESTALI

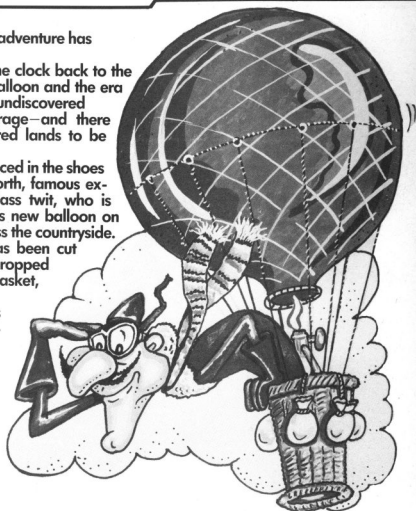
The age of romantic adventure has returned!

We have turned the clock back to the birth of the hot air balloon and the era when exploration of undiscovered lands was all the rage—and there were still undiscovered lands to be discovered.


You have been placed in the shoes of Rodney Bigglesworth, famous explorer and upper class twit, who is preparing to take his new balloon on an epic journey across the countryside.

Once the rope has been cut and the sand bags dropped from the side of the basket, you will be airborne.

The strong winds soon blow the balloon miles away from your home and you'll have to help Rodney avoid church steeples, trees and other care-less balloonists if you hope to reach your secret destination.

[illegible][illegible]

HELI-BOMBER

A black and white illustration of a helicopter in flight, dropping a bomb onto a city. The helicopter is viewed from a high angle, showing its rotors and tail. A bright, fiery explosion is visible where the bomb has hit a building. The city below is depicted with various buildings and streets.

The idea of the game is to bomb the city before your crippled helicopter crashes into the side of a skyscraper.

If you manage to destroy all the buildings and successfully land your chopper, you will receive 30 bonus points. Every four safe landings wins you a super bonus of 300 points!

The program is split into two parts. The first defines the graphics, and, when it has run, the program erases itself. The second program can then be loaded and executed.

But remember that both programs must be typed in separately and saved on to tape.

Variables

H = Helicopter's position

Fl = Position of bomb

S1 = Sound channel

RUNS ON AN UNEXPANDED VIC 20

BY WAYNE LLOYD

```

100 POKES2,28:POKES5,28
101 READS:IFB=-1THEN70
102 POKET168+A*8:A=A+1:GOTO20
103 ATAG,0,0,0,0,0,0,0
104 AT255,1,1,1,1,1,1,1
105 280,220,248,248,248,248,248,248
106 AT255,1,1,1,1,1,1,1
107 AT255,1,1,1,1,1,1,1
108 255,255,255,255,255,255,255,255
109 AT255,255,255,255,255,255,255,255
110 PRINT"THE GRAPHICS HAVE JUST BEEN SE
111 UP NOW LOAD THE GAME."
112 NEW
113 H=7724:G=36876:POKE36876,15:POKE3687
114 255,0:G=0:F=0
115 GOSUB300
116 POKES6669,255:FORT=7692708185:POKET,0
117 NEXT
118 FORT=8164708185:POKET,8:POKET+C,0:NEX
119 NEXT
120 P=0
121 FORO=9144708181
122 GOSUB300
123 FORL=8144+PT08144-(5*22)*PSTEP-22
124 POKEL,4:POKEL+C,0
125 POKES1,200+D=D+1
126 NEXT
127 POKEL,8:POKEL+C,0
128 POKES1,0:J=0:P=P+1:NEXT J=1
129 PRINT"SCORE"SC
130 PRINT"HI-SCORE"HI
131 POKEL,0:POKEH+1,0:HH=1
132 IFPEEK(H+1)=40RPEEK(H+1)=6THEN300
133 IFH+1=8163THEN400
134 POKEL,1:POKEH+1,2:POKEH+C,2:POKEH+C+
135 2
136 IFJ=1THENPOKES1,230:POKES1,0:J=0:GOT
137 O200
138 IFJ=0THENPOKES1,150:POKES1,0:J=1
139 IFJ:HTHENSF1=F+22:GOSUB200:GOTO130
140 IFPEEK(283)=32THENSF1=H+22:F1=SF1:GO
141 TO200
142 IFPEEK(283)=64THENFORT=17045:NEXT
143 GOTO70
144 POKET,0
145 IFSF1=08164THENF1=0:Z=0:RETURN
146 IFPEEK(F1)=40RPEEK(F1)=6THENZ=Z+1:SC
147 =SC+5:POKES1+1,70
148 IFPEEK(F1)C40RPEEK(F1)C6THENFORT=1
149 7045:NEXT
150 F1=SF1:POKET,3:POKET+C,0:POKES1+2,
151 280:POKES1+2,0

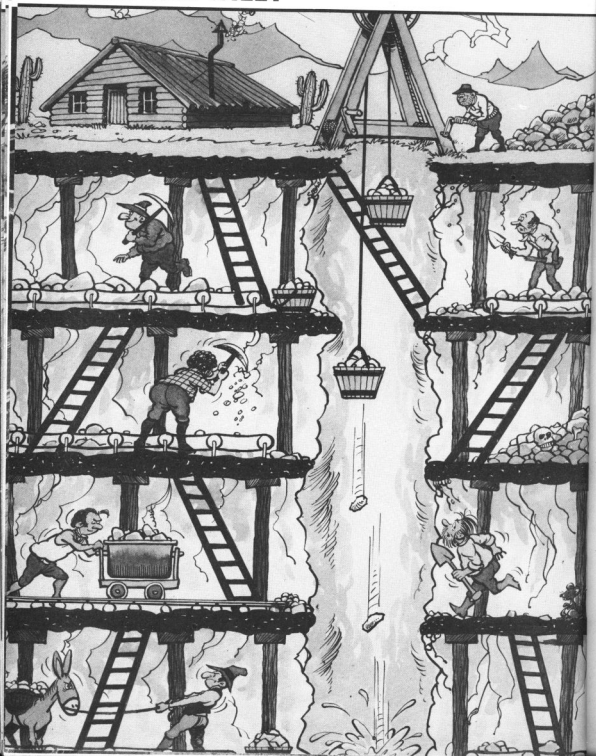
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```

210 IFPEEK(F1+22)=40RPEEK(F1)=6THENZ=Z+1
211 =SC+5
212 IFZ=5THENZ=0:POKET,8:F1=0:POKES1+1,
213 280
214 RETURN
215 32=36885:G3=36964:FORT=170100:POKES1
216 280:POKES2,34:POKES2,42:POKES3,14:POK
217 280
218 POKES2,38:POKES3,12:NEXT
219 POKES1+1,0:FORT=769270894:POKET,8:P
220 OKET+C,2:NEXT
221 FORT=775670896STEP22:POKET,8:POKET
222 C,2:NEXT
223 FORT=20070240:POKES1+1,M:NEXT
224 POKES1,0:POKES1+1,0:POKEF1,0:F1=0
225 PRINT"YOU CRASHED!!!!!"
226 FORT=1701500:NEXT
227 POKES6669,248:PRINT"
228 IFSC:HTHENPRINT"YOU HAVE GOT THE BE
229 SCORE YET! WELL DONE!"HI=SC
230 PRINT"TO PLAY AGAIN"
231 PRINT"PRESS ANY KEY"
232 IFPEEK(283)=64OR PEEK(283)=32THEN345
233 SC=0:GOTO10
234 POKEL,0:POKEH+1,0:POKEH,7:POKEH-22,9
235 FORT=170300:NEXT
236 PRINT"YAAAY!YAAAY!YAAAY!YAAAY!"
237 FORT=170300:NEXT
238 PRINT"YOU HAVE LANDED SAFELY WITH A
239 SCORE OF"SC:SC=SC+30
240 PRINT"YOUR SCORE WITH BONUS POINTS
241 IS"SC
242 0=0+1
243 IF0=4THEN01=1
244 IF01=1THEN0=0:01=0:GOSUB470
245 PRINT"PRESS A KEY TO CON'T"
246 F=F+1:F1=0
247 IFF=16THENF=16:G=0+1
248 IFG=14THENG=14:F=16
249 IFPEEK(283)=64THEN455
250 H=7724:FORT=7692708185:POKET,0:NEXT:
251 GOTO20
252 PRINT"YOU GET A SUPER BONUS OF 300
253 POINTS"
254 SC=SC+300:RETURN
255 PRINT"HELLO-BOMBER"
256 PRINT"BOMB THE CITY SO THAT IT IS
257 THEN POSSIBLE TO LAND THE HELICOPTER."
258 PRINT"DO THIS BEFORE YOU CRASH IN
259 TO THE CITY"
260 PRINT"PRESS SPACE TO BOMB"
261 PRINT"PRESS ANY KEY"
262 IFPEEK(283)=64THEN525
263 PRINT"RETURN"
264 S=INT(RND(G)*F):RETURN

```

PLATFORM WILLY



BY JOHN SMITH

MINER WILLY is back and better than ever.

Willy is still stuck down the mine but there has been a power failure and the whole mine is in darkness.

Luckily for Willy, he has found the reserve engine and managed to start it up. But now he must clamber across the platforms and through the shafts to replace all the blown light bulbs.

This is no easy task when you are faced with broken, dangerous ladders and huge gaping holes between the platforms and the mine shafts.

The Q and W keys move Willy left and right. The P and L keys are used to make him climb up and down the ladders. To make Willy jump just press the Caps Shift and either the Q or W key.

```

1000 GO SUB 8800
1001 RANDHIZE: GO SUB 9800
1002 GO SUB 9900: GO SUB 8500: G
1003 TO 1000
1004 IF a$(a+1,b+1)="" THEN RET
URN
1005 PRINT INK 2;AT a-2,b;"K": L
ET a$(a-2,b+1)="K"
1006 LET sc=sc+10: LET l=l+1: IF
l=55 THEN GO TO 5000
1007 40 BEEP .0005,69: RETURN
1008 LET xs="B": LET ys="A"
1009 LET a=20: LET b=22: LET qw=
0
1010 PRINT AT 1,14:" "
1011 FOR f=1 TO 1: PRINT INK 6;
AT 1,13+f;"A": NEXT f
1012 GO SUB 3005
1013 PRINT AT a,b;$(a,b+1);AT a
-1,b;$(a-1,b+1)
1014 IF a$(a,b+1)="H" AND INKEY$
="d" THEN LET a=a-1
1015 IF INKEY$="p" THEN LET b=b+
1
1016 LET xs="E": LET ys="D"
1017 IF INKEY$="o" THEN LET b=b-
1
1018 LET xs="C": LET ys="A":X$; INK
5;AT a-1,b;ys;AT c-1,d;"I"
1019 IF a$(a+1,b+1)="d" OR a$(a+
1,b+1)="k" THEN GO TO 2000
1020 IF a$(a-2,b+1)=" " AND a$(a
-1,b+1)<"H" THEN GO SUB 20
1021 IF INKEY$="p" OR INKEY$="o"
THEN GO SUB 1000
1022 LET ti=ti-1: PRINT INK 5;AT
1,ti;
1023 IF ti<=0 THEN GO TO 2000
1024 PRINT AT a,b;$(a,b+1);AT a
-1,b;$(a-1,b+1); INK 5; PAPER 1
1025 GOTO 1005
1026 IF a$(a+1,b+1)="H" AND INKE
Y$="a" THEN LET a=a+1
1027 IF INKEY$="p" THEN LET b=b+
1
1028 LET xs="F": LET ys="D"
1029 IF INKEY$="o" THEN LET b=b-
1
1030 LET xs="B": LET ys="A"
1031 PRINT INK 5;AT a,b;X$; INK
5;AT a-1,b;ys;AT c-1,d;"L"
1032 IF a$(a+1,b+1)="d" OR a$(a+
1,b+1)="k" THEN GO TO 2000
1033 IF a$(a-2,b+1)=" " AND a$(a
-1,b+1)<"H" THEN GO SUB 20
1034 IF INKEY$="p" OR INKEY$="o"
THEN GO SUB 1000
1035 IF a=c AND b=d THEN GO SUB
3000
1036 IF ti=10 THEN PRINT AT 1,8;
"
1037 GO TO 1000
1038 IF b=30 OR b=1 THEN RETURN
1039 IF INKEY$="o" THEN GO TO 11
00
1040 PRINT AT a,b;$(a,b+1);AT a
-1,b;$(a-1,b+1); LET a=a-1: LET
b=b+1: BEEP .0005,40

```

```

1041 PRINT INK 5;AT a,b;"E"; INK
5;AT a-1,b;"D": BEEP .0005,42
1042 PRINT AT a,b;$(a,b+1);AT a
-1,b;$(a-1,b+1); LET a=a+1: LET
b=b+1: BEEP .0005,44
1043 RETURN
1044 PRINT AT a,b;$(a,b+1);AT a
-1,b;$(a-1,b+1); LET a=a-1: LET
b=b-1: BEEP .0005,40
1045 PRINT INK 5;AT a,b;"B"; INK
5;AT a-1,b;"A": BEEP .0005,42
1046 PRINT AT a,b;$(a,b+1);AT a
-1,b;$(a-1,b+1); LET a=a+1: LET
b=b+1: BEEP .0005,44
1047 RETURN
1048 BORDER 7: PRINT AT a,b;$(a
,b+1);AT a-1,b;$(a-1,b+1); BORD
ER 0: FOR f=a TO 21: PRINT OVER
1: INK 7;AT f,b;xs;AT f-1,b;ys:
BEEP .0005,60-f: PRINT OVER 1;AT
f,b;xs;AT f-1,b;ys: NEXT f
2010 LET li=li-1: IF li<=-1 THEN
GO TO 4000
2011 GO TO 50
2012 LET sc=sc+20
2013 PRINT AT c,d;$(c,d+1);AT c
-1,d;$(c-1,d+1); INK 5;AT a,b;X
$; INK 5;AT a-1,b;ys: LET ti=1
2014 FOR f=40 TO 60 STEP .5
3007 LET c=3*INT (RAND*17): LET d
=1*INT (RAND*29): IF a$(c+1,d+1)=
"G" THEN GO TO 3030
3020 BEEP .0005,f: NEXT f: GO TO
3000
3030 PRINT INK 4;AT c,d;"J"; INK
5;AT c-1,d;"I": BEEP .05,30
3031 RETURN
3032 LET xs=" " G A M E O U E R
3033 FOR f=1 TO 300: NEXT f
4020 FOR f=1 TO 300: NEXT f
4021 PRINT INK 5;AT 3+f;xs(f): B
EEP .0005,9+30: NEXT g: NEXT f:
FOR f=1 TO 500: NEXT f
4030 IF sc>hi THEN LET hi=sc
4040 FOR f=1 TO 300: NEXT f: CLS
PRINT INK 7; PAPER 1;AT 10,7;
"ANY KEY TO BEGIN"
4050 IF INKEY$="" THEN GO TO 15
4060 GO TO 4050
4070 FOR f=1 TO 18 STEP .4: FOR g
2 TO 31: IF a$(f,g)="k" THEN LE
T sc=sc+10: PRINT INK 7; PAPER 2
;AT f,g-1;"K"; INK 5; PAPER 1;AT
1,1:sc: BEEP .0005,63: BEEP .00
05,60
5010 BEEP .0005,50: BEEP .0005,4
0: NEXT g: NEXT f: LET l=0
5020 FOR f=69 TO 25 STEP -.5: BE
EP .0005,f: NEXT f
5025 IF wa=9 THEN LET li=li+1: F
OR f=1 TO 6: BEEP .05,55: NEXT f
5030 LET i=i-10: LET wa=wa+1: IF
i<=0 THEN LET i=50
5035 GO SUB 8800: GO TO 50

```


LUDO

```

POKEP+A(B(D)),K(D):POKECO+A(B(D)),5:
I=BT058:NEXTI
POKE54276,0:POKE54283,0:POKE54290,0
POKE54277,0:POKE54284,0:POKE54291,0:
I3:RETURN
GOSUB499
FORF=1T04:IFPEEK(P+E(B))=32THENPOKEP
B(N,B(C)=B:GOTO455
NEXTF
IFPL=1THEN938
REM ***** PLAYER 2 *****
M=0:IT=6:IT5=GOSUB148:GOSUB778
FORJ=1T04:IF(F(I)+X)>UTHENNEXTJ:GOSU
B:GOTO700
N=PEEK(P+E(F(D)+X))
IF(N=211)OR(N=218:OR(N=193)OR(N=216)
NNEXTJ:GOSUB398:GOTO700
GOSUB820
IF(F(D)+X)>UTHENGOSUB358:GOTO688
N=PEEK(P+E(F(D)+X)):FORJ=1T04:IFN=L(
HNGOSUB358:GOTO688
NEXTJ
FORC=1T04:IFN=K(C)THEN48
NEXTC
GOSUB728
FORF=43T0U:FORJ=1T04:IFPEEK(P+E(F))=
THENM=M+1
NEXTJ:NEXTF
IFM=3THEN918
N=6:IT5=6THEN558
G=1:GOTO348
GOSUB1808
POKEP+E(F(D)),32:F(D)=F(D)+X:FORZ=BT
POKEP+E(F(D)),32:FORI=BT058:NEXTI
POKEP+E(F(D)),L(D):POKECO+E(F(D)),4:
I=BT058:NEXTI
POKE54276,0:POKE54283,0:POKE54290,0
POKE54277,0:POKE54284,0:POKE54291,0:
I3:RETURN
GOSUB713
FORF=1T04:IFPEEK(P+A(F))=32THENPOKEP
B(N,B(C)=F:GOTO678
NEXTF
POKE54296,12
PRINT"":FORI=1T0T:PRINT"":NEXT:FO
BT028:PRINT"":NEXT
PRINT"THROW"
POKE54277,2:POKE54273,9:POKE54272,21
POKE54276,33
FORI=BT058:NEXT
POKE54276,0
PRINT"":FORI=1T0T:PRINT"":NEXT:FO
BT028:PRINT"":NEXT:PRINT"
GEXX# IFX#="THEN771
POKE54277,0
GOTO1188
RETURN
PRINT"":FORI=1T0T:PRINT"":NEXT:PR
INTTAB(26),"WHICH PIECE DO"
GETJ:IFD(10RD)4THEN838
PRINTTAB(31),"ID:RETURN
PRINT"":FORI=1T0T:PRINT"":NEXT
PRINTTAB(26),"
FORZ=BT
88:PRINT"":FORI=1T0T:PRINT"":NEXT:PR
INTTAB(26),"ILLEGAL"
891:POKE54296,15:POKE54277,15:POKE54276,
892:POKE54272,15:POKE54277,15:POKE54276,
893:FORI=BT045:POKE54273,1:NEXTI:POKE54
277,0:POKE54276,0
878:PRINT"":TAB(26),"
I=BT058:NEXTI:NEXTZ
888:PRINT"":TAB(26),"
E54296,0:RETURN
892:PRINT"":FORI=1T0T:PRINT"":NEXT:PR
INTTAB(26),"YOU CAN'T GO"
891:POKE54296,15:POKE54277,15:POKE54276,
17
892:POKE54273,7:POKE54272,163:FORI=BT028
0:NEXT
893:POKE54276,0:FORI=BT048:NEXT
894:POKE54273,6:POKE54272,108:POKE54276,
17:FORI=BT0358:NEXT
895:POKE54276,0:POKE54277,0
895:PRINT"":FORI=1T0T:PRINT"":NEXT:PR
INTTAB(26),"YOU CAN'T GO"
892:RETURN
818:PRINT"":FORI=1T0T:PRINT"":NEXT:PR
INTTAB(26),"YOU WIN"
GOTO1120
820:FORZ=BT0488:NEXTZ:RETURN
823:REM ***** COMPUTER *****
358:M=0:IT=16:IT5=GOSUB148:GOTO1188
948:FORI=1T04:IF(F(D)+X)>UTHENN(D)=PEEK
(P+E(F(D)+X))
958:FORC=1T04:IFN(D)=K(C)THEN1868
968:NEXTC:NEXTI
978:FORC=1T04:IF((F(D)+X)=(C))AND(N(D)=32
)THENGOSUB1848:GOTO1098
988:NEXTI:NEXTJ
998:FORF=43T0U:FORJ=1T04:IFPEEK(P+E(F))
=L(D)THENM=M+1
1008:NEXTJ:NEXTF
1018:IFM=3THEN1118
1028:IFX=6THEN938
1038:G=1:GOTO348
1039:GOSUB1808
1048:POKEP+E(F(D)),32:F(D)=F(D)+X:FORZ=BT
T09:POKEP+E(F(D)),32:FORI=BT058:NEXTI
1058:POKEP+E(F(D)),L(D):POKECO+E(F(D)),4
:FORI=BT058:NEXTI
1051:POKE54276,0:POKE54283,0:POKE54290,0
1052:POKE54277,0:POKE54284,0:POKE54291,0
1053:NEXTZ:RETURN
1058:GOSUB1809
1078:FORF=1T04:IFPEEK(P+A(B))=32THENPOKE
P(A,B),N(D):B(C)=B:GOTO1098
1088:NEXTB
1098:PRINT"":FORI=1T016:PRINT"":NEXT:
PRINTTAB(27),"CAN'T GO"
1091:POKE54296,15:POKE54277,15:POKE54276,
17
1092:POKE54273,7:POKE54272,163:FORI=BT02
88:NEXT
1093:POKE54276,0:FORI=BT048:NEXT
1094:POKE54273,6:POKE54272,108:POKE54276,
17:FORI=BT0358:NEXT
1095:POKE54276,0:POKE54277,0
1108:GOTO1828
1118:PRINT"":FORI=1T017:PRINT"":NEXT
1111:PRINTTAB(26),"WIN"
1120:GOSUB1808:POKE54276,0:POKE54283,0

```

```

1125 POKE54277,0:POKE54284,0
1130 PRINT"*****DO YOU WANT ANOTHER
1135 GETX: IFX$=""THEN1140
1140 IFX$="Y"THEN170
1145 IFX$="N"THENPRINT"*****GOSUB3000:POKE
1150 14:POKE53281,0:CLR END
1155 GOT01140
1160 REM ***** DICE *****
1165 H=0:POKE54296,12:POKE54277,2
1170 POKE54273,45:POKE54272,196
1175 FORX=1TO6
1180 GOSUB1200:NEXTX
1185 H=1:X=INT(RND(1)*6+1)
1190 ONXGOTO1210,1220,1230,1240,1250,127
1200
1210 GOSUB140:POKE54276,17:POKECO+512,1
1215 POKE54276,0:GOTO1290
1220 GOSUB160:POKE54276,17:POKECO+473,1
1225 POKECO+551,1
1230 POKEP+473,0:POKEP+551,0
1235 POKE54276,0:GOTO1290
1240 GOSUB160:POKE54276,17:POKECO+434,1
1245 POKECO+512,1:POKECO+590,1
1250 POKEP+434,0:POKEP+512,0:POKEP+590,0
1255 POKE54276,0:GOTO1290
1260 GOSUB160:POKE54276,17:POKECO+430,1
1265 POKECO+434,1:POKECO+590,1:POKECO+594,1
1270 POKEP+430,0:POKEP+434,0:POKEP+590,0
1275 POKEP+594,0:POKE54276,0:GOTO1290
1280 GOSUB160:POKE54276,17:POKECO+434,1:POKECO+51
1285 POKECO+590,1:POKECO+594,1
1290 POKEP+430,0:POKEP+434,0:POKEP+512,0
1295 POKEP+590,0:POKE54276,0:GOTO1290
1300 GOSUB160:POKE54276,17
1305 POKECO+430,1:POKECO+434,1:POKECO+51
1310 POKECO+514,1:POKECO+590,1
1315 POKECO+594,1
1320 POKEP+430,0:POKEP+434,0:POKEP+510,0
1325 POKEP+514,0:POKEP+590,0:POKEP+594,0
1330 POKE54276,0:GOTO1290
1335 IFH=0THENRETURN
1340 POKE54277,0
1345 IF(PL=1)AND(G=2)THEN940
1350 GOT0810
1355 PRINT"*****":POKE53280,0:POKE53281,0
1360 PRINT"*****"
1365 32-INT(LA/2):A#

```

```

1370 PRINT"*****"
1375 32-INT(LA/2):A#
1380 FORI=1TOLA-1:PRINT"*****":NEXTI:PRINT
1385
1390 PRINT"*****"
1395 32-INT(LA/2):A#
1400 FORI=1TO10:NEXT:POKE54277,0:POKE542
1405 POKE54276,0:POKE54283,0
1410 PRINT"*****"
1415 32-INT(LA/2):A#
1420 PRINT"*****"
1425 32-INT(LA/2):A#
1430 PRINT"*****"
1435 32-INT(LA/2):A#
1440 PRINT"*****"
1445 32-INT(LA/2):A#
1450 PRINT"*****"
1455 32-INT(LA/2):A#
1460 PRINT"*****"
1465 32-INT(LA/2):A#
1470 PRINT"*****"
1475 32-INT(LA/2):A#
1480 PRINT"*****"
1485 32-INT(LA/2):A#
1490 PRINT"*****"
1495 32-INT(LA/2):A#

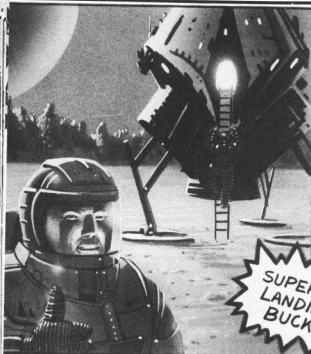
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2340 POKEVC+39,6:POKEVC+40,8:POKEVC+41,5
      POKEVC+42,2:FORI=0T047:NEXTI
2350 POKEVC+39,2:POKEVC+40,6:POKEVC+41,8
      POKEVC+42,5:FORI=0T047:NEXTI
2360 POKEVC+39,5:POKEVC+40,2:POKEVC+41,6
      POKEVC+42,8:FORI=0T047:NEXTI:NEXTJ
2380 CLR:RESTORE:GOTO10
2500 DATA 252,0,0,252,0,0,252,0,0,252,0,
0,252,0,0,252,0,0,252,0,0
2510 DATA 252,0,0,252,0,0,252,0,0,252,0,
0,252,0,0,252,0,0,252,0,0
2520 DATA 255,255,192,255,255,192,255,
255,192,255,255,192,255,255,192
2530 DATA 252,15,192,252,15,192,252,15,1
1,192,252,15,192,252,15,192
2540 DATA 252,15,192,252,15,192,252,15,1
1,192,252,15,192,252,15,192
2550 DATA 252,15,192,252,15,192,252,31,1
1,192,255,255,192,255,255,192,255,255,192
2560 DATA 255,255,192,127,255,128,63,255
,0
2570 DATA 255,254,0,255,255,0,255,255,12
8,255,255,192,255,255,192,255,255,192
2580 DATA 252,31,192,252,15,192,252,15,1
1,192,252,15,192,252,15,192
2590 DATA 252,15,192,252,15,192,252,15,1
1,192,252,31,192,255,255,192
2600 DATA 255,255,192,255,255,192,255,25
5,128,255,255,0,255,254,0
2610 DATA 31,254,0,63,255,0,127,255,128,
255,255,192,255,255,192,255,255,192
2620 DATA 254,31,192,252,15,192,252,15,1
1,192,252,15,192,252,15,192
2630 DATA 252,15,192,252,15,192,254,31,1
1,192,255,255,192,255,255,192,255,255,192
2640 DATA 127,255,128,63,255,0,31,254,0
2680 REM ***MUSIC***
3010 H1=54273 L1=54272 A1=54277 W1=54276
      H2=54288 L2=54279 A2=54284
3011 W2=54283 HN=280 ON=140 H0=420 WN=56
      B=T I=17 I2=17
3015 POKEH1,4296,15:POKEA1,23:POKEA2,15
3020 POKEH1,17:POKEH2,37:POKEH2,4:POKEI2
      ,73:POKEW1,1:POKEW2,72
3030 FOR I=0T00N:NEXT:POKEW1,0:FORI=0T00
      N:NEXT
3040 POKEH1,21:POKEI1,154:POKEW1,T1:FORI
      =0T00N:NEXT:POKEW1,0
3050 POKEW1,T1:FORI=0T00N:NEXT
3060 POKEW1,T1:FORI=0T00N:NEXT:POKEW1,0:
      POKEW2,0
3070 POKEH1,25:POKEI1,177:POKEH2,6:POKEI
      2,108:POKEW1,T1:POKEW2,T2
3080 FORI=0T0H0:NEXT:POKEW1,0:POKEW2,0
3090 POKEH2,4:POKEI2,73:POKEW1,T1:POKEW
      2,T2:FORI=0T00N:NEXT:POKEW1,0
3100 FORI=0T00N:NEXT
3110 POKEH1,34:POKEI1,75:POKEW1,T1:FORI
      =0T00N:NEXT:POKEW1,0
3120 POKEW1,T1:FORI=0T00N:NEXT
3130 POKEW1,T1:FORI=0T00N:NEXT:POKEW1,0
3140 POKEH1,43:POKEI1,52:POKEW1,T1:FORI
      =0T0H0:NEXT:POKEW1,0
3150 POKEW1,T1:FORI=0T00N:NEXT:POKEW1,0
3160 FORI=0T00N:NEXT
3170 POKEH1,34:POKEI1,75:POKEW1,T1:FORI
      =0T00N:NEXT:POKEW1,0
3180 POKEW1,T1:FORI=0T00N:NEXT
3190 POKEW1,T1:FORI=0T00N:NEXT:POKEW1,0:
      POKEW2,0
3200 POKEH1,25:POKEI1,177:POKEH2,6:POKEI
      2,108:POKEW1,T1:POKEW2,T2
3210 FORI=0T00N:NEXT:POKEW1,0
3220 FORI=0T00N:NEXT
3230 POKEH1,32:POKEI1,94:POKEW1,T1:FORI
      =0T00N:NEXT:POKEW1,0
3240 POKEW1,T1:FORI=0T00N:NEXT
3250 POKEW1,T1:FORI=0T00N:NEXT:POKEW1,0
3260 POKEH1,T1:FORI=0T00N:NEXT:POKEW1,0
3270 POKEH1,25:POKEI1,177:POKEW1,T1:FORI
      =0T0H0:NEXT:POKEW1,0
3280 POKEW1,T1:FORI=0T00N:NEXT:POKEW1,0
3290 FORI=0T00N:NEXT
3300 POKEH1,22:POKEI1,227:POKEW1,T1:FORI
      =0T00N:NEXT:POKEW1,0
3310 POKEW1,T1:FORI=0T00N:NEXT
3320 POKEW1,T1:FORI=0T00N:NEXT:POKEW1,0
3330 POKEH1,38:POKEI1,126:POKEW1,T1:FORI
      =0T0H0:NEXT:POKEW1,0
3340 POKEH1,43:POKEI1,52:POKEW1,T1:FORI
      =0T00N:NEXT:POKEW1,0:POKEW2,0
3350 POKEH1,34:POKEI1,75:POKEH2,4:POKEI2
      ,73:POKEW1,T1:POKEW2,T2
3360 FORI=0T0H0:NEXT:POKEW1,0
3370 POKEW1,T1:FORI=0T0H0:NEXT:POKEW1,0:
      POKEW2,0
3380 POKEH2,5:POKEI2,195:POKEW1,T1:POKEW
      2,T2:FORI=0T0H0:NEXT:POKEW1,0
3390 POKEW1,T1:FORI=0T0H0:NEXT:POKEW1,0:
      POKEW2,0
3400 POKEH2,4:POKEI2,73:POKEW1,T1:POKEW
      2,T2:FORI=0T00N:NEXT:POKEW1,0
3410 FORI=0T00N:NEXT
3420 POKEW1,T1:FORI=0T00N:NEXT:POKEW1,0:
      POKEW2,0
3430 POKEW1,0:POKEA2,0
3500 RETURN

```

ROX 20

The scientists thought it would be just a routine mission.

They had landed on Selab 4 in search of the precious Zelonite ore which contains vital metals necessary to keep the nuclear reactors on their home planet working and the population alive and well.

But they had only just begun to set up their equipment when the ship's early warning system began a red alert. As they ran back to the ship, the sky already showed the first signs of the impending disaster—shooting stars.

The planet's orbit had taken it directly into the path of the huge Orion asteroid belt, the largest in the known universe.

Any attempt to launch the craft and try to escape the planet would result in certain destruction.

Are you ready to take the hot seat in what seems an impossible situation?

SUPER
LANDING
BUCK!

[illegible]

```

00000000 DATA255,239,255,199,247,159,207,231,2
00000001 249,249,1,7,4,14,31
00000002 DATAS34,54,42,34,34,0,0,0,0,32,32,5
00000003 2,60,0,0
00000004 DATAS36,16,16,20,16,30,0,0,0,36,36,60
00000005 0,3,3,3,3,3,3,3,3,3,3,3
00000006 DATAS0,0,0,0,254,254,198,198,198,198,1
00000007 198,198,198,254,254
00000008 DATAS0,0,0,0,56,120,248,216,24,24,24,2
00000009 24,24,254,254
0000000A DATAS0,0,0,0,254,254,198,6,6,254,254,1
0000000B 254,192,192,254,254
0000000C DATAS0,0,0,0,254,254,6,6,6,30,30,6,6,6
0000000D 254,254
0000000E DATAS0,0,0,0,192,192,192,192,192,216,2
0000000F 254,254,254,24,24,24
00000010 DATAS0,0,0,0,254,254,192,192,192,254,2
00000011 24,6,6,198,254,254

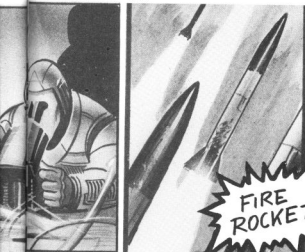
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PART 2

```

150 FOR I=0 TO ZX: IF G(I)=7724 THEN J(I)=INT(R
ND(I)*24): NEXT I
170 FOR I=0 TO ZX: F(I)=G(I)+J(I)
175 POKE(I+22,30): POKE(I+22+1,30)
190 POKE(I+30,5): POKE(I+30+1,5): POKE(
I+27,POKE(I)+1+28)
195 G(I)=G(I)+22: NEXT
199 REM JOSTICK
2000 A=PEEK(PA): POKE(B,127): B=PEEK(PB): POKE
255: IF D#0 THEN 280
210 IF (A AND 4)=0 AND (B AND 128)=0 THEN MD=-21:
N=1: MA=35: GOTD270
220 IF (A AND 4)=0 AND (B AND 16)=0 THEN MD=-23: N
1: MA=34: GOTD270
230 IF (A AND 4)=0 THEN MD=-22: N=1: MA=31: GOTD
270
240 IF (B AND 128)=0 THEN MD=-1: N=2: MA=32: GOTD
270
250 IF (B AND 16)=0 THEN MD=-1: N=2: MA=33: GOTD
270
260 N=0: GOTD280
270 ONN=0 TO 999,999
280 IF N#0 THEN GOSUB 1000
290 IF (A AND 32)=0 THEN N=N+POKE N1+M2,30: POKE
334
340
350 FOR I=0 TO ZX: IF PEEK(F(I)+22)=29 THEN I10
360
370 IF PEEK(F(I)+22)=420R PEEK(F(I)+22)=43
THEN I200
380 IF PEEK(F(I)+23)=420R PEEK(F(I)+23)=43
THEN I200
390 NEXT I
400 IF PEEK(M1+M2+MD)=270R PEEK(M1+M2+MD)=
THEN I300
410 IF M1#7723 THEN N=N+POKE M1+M2,30
420 IF M1#7944 AND M1+M2#7946 OR M1+M2#796
THEN N=N+POKE M1+M2,30
430 IF SC#0 THEN N=N+5F+800: D=D-15: IF D#0 THE
N40 GOTD170

```



FIRE
ROCKETS

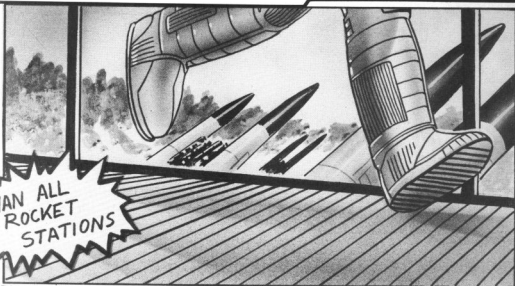
```

00000000 CC=90720 V=36878 S4=V-1 S2=V-3 SC=0 D
00000001 POKE27151,0 PA=37151 PB=37152 RB=37153
00000002
00000003 POKEV,15 N=0
00000004 HI=PEEK(829)+256*PEEK(829)
00000005 FORM=070596 POKE7680HH,38:NEXT
00000006 FORM=7980708655 POKEH+CC,6 POKEH,29:
00000007 NEXT
00000008 POKE7954+CC,4 POKE7955+CC,4 POKE7976
00000009 +4 POKE7977+CC,4
00000010 POKE7954,42 POKE7955,43 POKE7976,44:
00000011 POKE7977,45
00000012 FORI=8702X/G11=7724 NEXT
00000013 PRINT#15,SC PRINT#15,*****;D PRINT#
00000014 15,*****;HI
00000015 PRINT#15,"TAB 9";TAB(9);
00000016 IFD=0 THENB999

```



PANIC



```

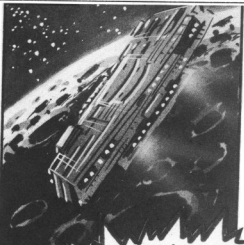
9000 M1=7922:M2=10
9001 POKEM1+M2+CC,7:POKEM1+M2,MA
9002 POKES4,230:GOTO290
9003 M1=7944:IFMA=32:THENM2=12:GOTO930
9004 M2=5
9005 POKEM1+M2+CC,7:POKEM1+M2,MA:POKES4,2
9006 GOTO290
9007 POKEM1+M2,30:M1=M1+MD:POKEM1+M2+CC,
9008 POKEM1+M2,MA:RETURN
9009 FORI=0TO2X
9010 IFPEEK(F(I)+22)=29:THENPOKE(F(I)+CC,1
9011 POKER(I)+1+CC,1:POKE(F(I),30:POKE(I)+1,
9012
9013 POKES4,200:FORO=1TO20:NEXT:POKES4,0
9014
9015 POKER(I),30:POKE(I)+1,30:NEXTI
9016 IFPEEK(F(0)+22)=29:THENG(0)=7724:D=D
9017
9018 IFPEEK(F(1)+22)=29:THENG(1)=7724:D=D
9019
9020 IFPEEK(F(2)+22)=29:THENG(2)=7724:D=D
9021
9022 IFPEEK(F(3)+22)=29:THENG(3)=7724:D=D
9023
9024 GOTO140
9025 FORI=0TO2X:POKE(F(I),30:POKE(I)+1,3
9026 NEXT
9027 POKET954+CC,1:POKET955+CC,1:POKET95
9028 POKET956,37
9029 POKET976+CC,1:POKET977+CC,1:POKET97
9030 POKET977,37
9031 POKES4,130:FORO=1TO40:NEXTO:POKES4,
9032 GOTO5000
9033 N=0:U=M1+M2+MD:POKEM1+M2,30
9034 FORI=0TO2X:IFF(I)=UTHEN1530
9035 IFF(I)+1=UTHEN1530
9036 NEXT
9037 POKER(I)+CC,1:POKE(I)+1+CC,1:POKE
9038 F(I),30:POKE(I)+1,37
9039 POKES4,140:POKES2,150:FORM=1TO20:NE
9040 X:POKES4,0:POKES2,0
9041 POKER(I),30:POKE(I)+1,30
9042 IFU=F(0):ORU=F(1)+1:THENG(0)=7724
9043 IFU=F(1):ORU=F(1)+1:THENG(1)=7724

```

```

1564 IFU=F(2):ORU=F(2)+1:THENG(2)=7724
1565 IFU=F(3):ORU=F(3)+1:THENG(3)=7724
1566 IFZX=1:THENGSC=SC+10
1567 IFZX=2:THENGSC=SC+25
1568 IFZX=3:THENGSC=SC+50
1569 GD=GD+1:IFGD=10:THENG0=0:GOTO1630
1570 U=0:GOTO140
1571 FORI=0TO2X:POKE(F(I),30:POKE(I)+1,3
1572 NEXT
1573 ZX=ZX+1:IFZX=3:THENZX=1
1574 GOTO135
1575 PRINT"*****"
1576 IFSC>H:THENHI=SC:POKE920,INT(SC/256
1577 POKES29,SC-256*INT(SC/256)
1578 FORM=1TO3000:NEXT:CLR:POKE3667,PEE
1579 K(3667):AND254:POKE3669,240:GOTO10

```



MOTOR RACER

RUNS ON TI-99/4A IN 16K

BY MICHAEL HAWKINS

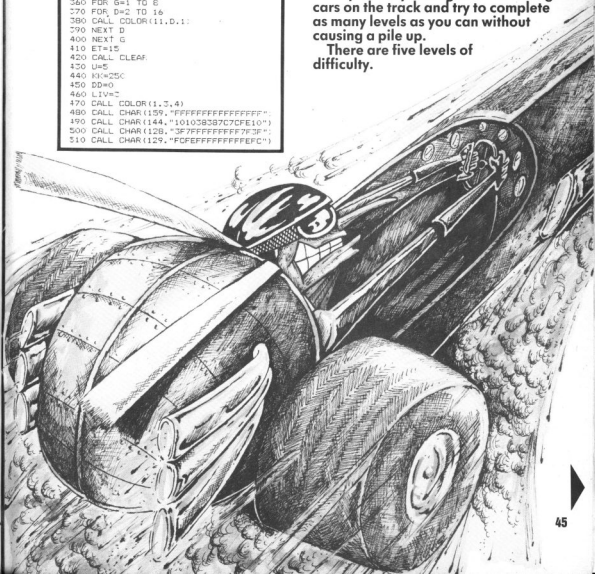
```
151 CALL CLEAR
160 CALL CHAR(35,"3C4299A1A199423C")
170 CALL CHAR(112,"FFFFFFFFFFFFFFFF")
180 CALL CHAR(113,"FF7F3F1F0F070301")
190 CALL CHAR(114,"B0C0E0F0F0F0C0E0")
200 CALL CHAR(115,"FFFEFCF8F0E0C0B0")
210 CALL CHAR(116,"0103070F1F3F7FFF")
220 PRINT "      tor tor tor qdr"
240 PRINT "    d d d d d d d c"
250 PRINT "    dds d d ddd d d"
260 PRINT "    ddr d d d d e"
270 PRINT "    ddd dds d d dds"
280 PRINT "
290 PRINT "      tor tor tor tor tor "
300 PRINT "    d d d d d d d c"
310 PRINT "    dds ddd d dd dds"
320 PRINT "    ddr d d d d ddr"
330 PRINT "    ddp d p dds dds ddd"
340 PRINT "
350 PRINT "      E MARK PARRETT"
360 FOR G=1 TO 6
370 FOR D=2 TO 6
380 CALL COLOR(11,D,1)
390 NEXT D
400 NEXT G
410 ET=15
420 CALL CLEAR
430 U=5
440 KK=250
450 DD=0
460 LIV=2
470 CALL COLOR(1,3,4)
480 CALL CHAR(159,"FFFFFFFFFFFFFFFF")
490 CALL CHAR(144,"101038387C7CFE10")
500 CALL CHAR(128,"3F7FFFFFFFFF7F3F")
510 CALL CHAR(129,"FCFEFFFFFFFFFEFC")
```

You may not be able to pass your driving test after 20 sessions with this Texas game, but it's worth typing it in just for the brilliant graphics.

The race is run over a twisting road through the heart of the countryside. The scenery of trees and farmhouses is scrolled up from the bottom of the screen towards your car.

Using the S and D keys, you have to steer your way through the oncoming cars on the track and try to complete as many levels as you can without causing a pile up.

There are five levels of difficulty.



MOTOR RACER

```

520 CALL CHAR(120,"B0FFB02424B0FF99")
530 CALL CHAR(121,"8387B3437376723")
540 CALL CHAR(136,"027E37F7F7E1E03")
550 CALL CHAR(40,"B0FFB02424B0FF99")
560 CALL CHAR(41,"4767672373176372")
570 REM *****
580 CALL CHAR(112,"24247E7EFFFF")
590 CALL CHAR(104,"53163171631637")
600 CALL CHAR(96,"FFB0B0FF99999999")
610 X1=16
620 CALL COLOR(2,7,15)
630 CALL COLOR(10,11,7)
640 CALL COLOR(11,15,15)
650 CALL COLOR(12,5,15)
660 CALL COLOR(13,11,4)
670 CALL COLOR(14,2,15)
680 CALL COLOR(15,13,4)
690 CALL COLOR(16,15,16)
700 FOR D=3 TO 9
710 CALL COLOR(0,16,2)
720 NEXT E
730 CALL CLEAR
740 Y=16
750 X=16
760 FOR D=14 TO 16
770 CALL VCHAR(1,D,159,24)
780 NEXT E
790 CALL VCHAR(1,13,128,23)
800 CALL VCHAR(1,19,129,23)
810 CALL VCHAR(1,1,31,24)
820 CALL VCHAR(1,2,31,24)
830 CALL VCHAR(1,31,31,24)
840 CALL VCHAR(1,32,31,24)
850 RESTORE
860 READ T
870 READ R
880 IF T=0 THEN 920
890 CALL HCHAR(15,T,R)
900 GOTO B60
910 DATA 14,83,15,84,16,65,17,82,18,84,0,0
920 A=14
930 RANDOMIZE
940 IF INT(RND*2)+1=2 THEN 950 ELSE 980
950 A=A+1
960 IF A>22 THEN 1580
970 GOTO 1090
980 A=A-1
990 IF A<4 THEN 1600
1000 CALL HCHAR(24,A,159,U)
1010 CALL HCHAR(24,A-1,128)
1020 CALL HCHAR(24,A+U,129)
1030 PRINT
1040 G=INT(RND*6)+1
1050 IF G=3 THEN 1300 ELSE 1060
1060 IF G=5 THEN 1260 ELSE 1070
1070 IF G=2 THEN 1080 ELSE 1360
1080 IF INT(RND*2)+1=2 THEN 1090 ELSE 1360
1090 G5=A+INT(RND*U)
1100 CALL HCHAR(22,66,136)
1110 GOTO 1360
1120 CALL COLOR(12,5,2)
1130 CALL HCHAR(Y,X,120)
1140 CALL HCHAR(Y-1,X,159)
1150 CALL HCHAR(Y,X,136)
1160 CALL COLOR(12,5,E7)
1170 IF INT(RND*2)+1=2 THEN 1200
1180 X=X-2
1190 GOTO 1210
1200 X=X+2
1210 IF INT(RND*2)+1=2 THEN 1240
1220 Y=Y+1
1230 GOTO 1240
1240 CALL SOUND(-500,1000,9,-5,9)
1250 GOTO 1500
1260 EE=INT(RND*27)+3

```

```

1270 IF (EE>A-1)*(EE<A+6) THEN 1260
1280 CALL HCHAR(23,EE,144)
1290 GOTO 1360
1300 T=INT(RND*3)
1310 CALL HCHAR(22,A+T,40)
1320 CALL HCHAR(23,A+T,112)
1330 RANDOMIZE
1340 S=INT(RND*500)+110
1350 CALL SOUND(-900,S,0,S+10,0,KK,30,-4,0)
1360 IF INT(RND*4)+1=2 THEN 1370 ELSE 1380
1370 REM CAR NOISE**
1380 CALL SOUND(-1000,130,30,130,30,KK,30,-4,0)
1390 CALL JOYST(1,XX,YY)
1400 SC=SC+.1
1410 FF=FF+.1
1420 DD=DD+.1
1430 IF DD=1 THEN 1440 ELSE 1470
1440 KK=INT((RND*5)+5)*100
1450 DD=0
1460 CALL SOUND(-10,-6,0)
1470 IF FF>3.9 THEN 2050
1480 IF SC=10 THEN 2160
1490 X=X+XX/4
1500 CALL GCHAR(Y,X,C)
1510 IF C=112 THEN 1540

```



```

1520 IF C=136 THEN 1120
1530 IF C>159 THEN 1620
1540 CALL HCHAR(Y,X,120)
1550 CALL HCHAR(Y-1,X1,159)
1560 X1=X
1570 GOTO 930
1580 A=A-2
1590 GOTO 1000
1600 A=A-2
1610 GOTO 1000
1620 REM CRASH
1630 CALL HCHAR(Y-1,X1,159)
1640 CALL HCHAR(Y,X,121)
1650 CALL SOUND(200,-6,0)
1660 CALL SOUND(-1000,-7,0)
1670 FL1=A+1
1680 LP1=23
1690 FL=A
1700 LP=A
1710 FOR DF=24 TO (Y+1)STEP -1
1720 CALL COLOR(9,8,16)
1730 CALL SOUND(400,477.0,479.0,483.0)
1740 CALL HCHAR(LP,PL,96)
1750 CALL HCHAR(LP1,FL1,159)
1760 LP1=LF
1770 FL1=PL
1780 LP=LP-1
1790 IF FL<X-1 THEN 1860
1800 IF PL>X+1 THEN 1880
1810 CALL GCHAR(LP,PL,FF)
1820 IF FF<159 THEN 1890
1821 GOTO 1910

```

```

1830 CALL GCHAR(LP,PL,FF)
1840 IF FF<159 THEN 1860
1850 GOTO 1910
1860 PL=PL+1
1861 YT=YT+1
1862 IF YT>9 THEN 1900
1870 GOTO 1810
1880 PL=PL-1
1881 YT=YT+1
1882 IF YT>9 THEN 1900
1890 GOTO 1830
1900 YT=0
1902 PL=PL-1
1910 CALL SOUND(400,444.0,446.0,448.0)
1920 CALL COLOR(9,8,7)
1930 NEXT DF
1940 LIV=LIV+1

```

```

1950 IF LIV=0 THEN 2020
1960 CALL SCREEN(4)
1970 FOR D=1 TO 200
1980 NEXT D
1990 CALL CLEAR
2000 X1=16
2010 GOTO 750
2020 CALL SCREEN(5)

```

```

2030 PRINT "YOU MANAGED"
:INT(SC):="MILES":
2040 GOTO 2040
2050 REM MULTIPLE SOUNDS
2060 CALL HCHAR(Y-1,X1,159)
2070 PF=0
2080 Y=Y+1

```

```

2090 IF Y>21 THEN 2100 ELSE 2150
2100 Y=21
2110 PF=0
2120 U=U-1
2130 IF U<2 THEN 2140 ELSE 2150
2140 U=2

```

```

2150 GOTO 1390
2160 FOR D=1 TO 10
2170 CALL SOUND(10,110*D,0)
2180 NEXT D
2190 CALL COLOR(1,2,2)
2200 CALL COLOR(2,7,2)

```

```

2210 CALL COLOR(11,11,2)
2220 CALL COLOR(12,5,2)
2230 CALL COLOR(13,11,2)
2240 CALL COLOR(14,15,2)
2250 CALL COLOR(15,13,2)
2260 CALL COLOR(16,2,2)
2270 CALL CHAR(128,"0000000001")
2280 CALL CHAR(129,"0000000001")
2290 U=4
2300 ET=2
2310 GOTO 1540

```

SKI-ING

Look, I know the sun is shining and you're sitting with an ice lolly in your hand reading this. But, before you know it, the snow will be falling and you'll be wishing that you had taken this opportunity to get in a bit of winter sports practice!

You control a skier on a slalom course. Your object is to hit the marker flags and avoid the trees. Your skier moves constantly left and right at a speed determined at the beginning of the game. So you use keys '7' (up) and '6' (down) to control him. At the end of each run, the computer will tell you just how fast you were going. There are three skill levels to try. Three is the fastest.

```

1 REM skiing by Nigel McGees
2
3 RESTORE 300: GO SUB 300: GO
4 1300
5 SUB 2000 LET h=1000
6 BORDER 1: PAPER 7: INK 0: C
7 3000
8 3000 GO SUB 345
9 L5 LET
10 40 FOR i=1 TO 40 LET e=INT (R
11 40 LET f=INT (RAND*31): PRIN
12 ND*20
13 T INK
14 4, a, e, f, "▲"
15 BEEP .01, 5
16 NEXT i
17
18 2 LET r=6
19 300 LET p=0
20 300 FOR x=1 TO 20: LET s=RND*20
21 300 LET f=RND*30: PRINT INK 2; a,
22 300 f, "▲" BEEP .01, 6: NEXT x
23
24 300 LET y=0
25 300 PRINT a, b, " "
26 300 LET p=p+1
27 300 IF INKEY$="7" AND a>0 THEN
28 300 LET s=1: PRINT a, s, b, " "
29 300 IF INKEY$="8" AND a>21 THEN
30 300 LET s=1: PRINT a, s, b, " "
31 300 LET s=b+c: BEEP .002, 5
32 300 LET ATTR (a, b+1)=60 THEN GO
33 300 TO 200
34
35 43 IF ATTR (a, b+1)=50 OR ATTR
36 (a, b)=40 THEN LET y=y+1: BEEP .0
37 1:10 IF ATTR 1 THEN GO SUB 150
38 44 IF ATTR 1 THEN PRINT
39 INK 4; a, b, "▲" THEN PRINT a, b, "
40 45 IF
41 GO TO 10
42 GO TO 20
43
44 LET r=r-1: IF r=0 THEN GO T
45 100
46 130 PRINT FLASH 1) INK 3; a, b
47 +1; "E"

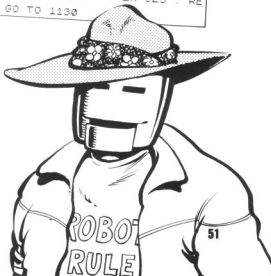
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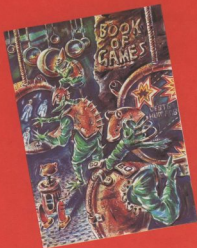
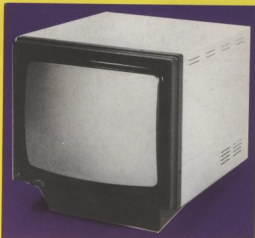
0030 DATA "N"
0040 LET X=10: LET Y=10: LET X=1
0050 LET P=1: LET Y=14: LET X=
1010 LET P=9: LET Y=3: LET Y=17
0060 LET P=2: LET Y=5
0070 LET L=5
0080 LET X=10: LET S=15: LET QX
1020 PRINT INVERSE 1:AT 21,0;"
0090 PRINT INVERSE 1:AT 21,0;"SC
1030 PRINT INVERSE 1:AT 21,25;"L
0100 GO TO 300
0110 BEEP .3,0: BEEP .2,0: BEEP
0120 BEEP .3,0: BEEP .2,3: BEEP
0130 BEEP .1,0: BEEP .3,0
0140 PRINT AT 1,1;"N"
0150 PRINT AT 1,0;"
0160 PRINT AT 11,0;"SCORE:"
0170 PRINT AT 11,17;"
0180 IF S<0 THEN LET HS=SC: PR
0190 FLASH 1:AT 10,0;"NEW HIGH SC
0200 PRINT INVERSE 1:AT 21,15;"
1020 LET S=0
1040 PRINT AT 18,8;"ANOTHER GAME
1050 IF INKEY$="" THEN CLS : BO
0210 BEEP .2,0: BEEP .1,3: BEEP
0220 BEEP .1,3: BEEP .1,5: BEEP .1,3: BEEP
0230 BEEP .1,3: PAUSE 30: GO TO 300
0240 IF INKEY$="N" THEN STOP
0250 GO TO 1050
0260 PRINT AT 0,9;"BOUNTY HUNTER
0270 BEEP 0:LET @=WAIT @:AT 4,5
0280 LEFT @-DOWN: E-UP:AT 5,11;
1090 PRINT AT 9,8;"PRESS I TO TU
0300 AT 10,9;"ANTICLOCKWISE":AT 1
0310 "5 DEGREES"
0320 PRINT AT 14,8;"PRESS O TO T
0330 "15:11;"CLOCKWISE":AT 15,
0340 "DEGREES"
0350 PRINT AT 19,8;"PRESS M TO F
1120 PRINT AT 21,2;"PRESS ANY <E
1130 IF INKEY$="" THEN CLS : RE
1140 GO TO 1130

```



WIN!

A SUPER MICROVITEC CUB COLOUR MONITOR



C&VG BOOK OF GAMES CAPTION COMPETITION

My caption is

.....
.....
.....

Name

Address

What do you do when you've just reached the final screen of *Manic Miner* and your Mum comes along demanding to use the TV to watch something really unimportant like *Dallas* or *Coronation Street*? You have to give in don't you—otherwise you won't be allowed near the TV again for weeks!

Here at C&VG we know all about these problems. And that's why we've come up with this great competition. We've got TWO very special Microvitec Cub colour monitors which work with all of the top selling computers.

You'll never have to compete for TV time again with one of these wondrous devices. You can tell how good they are by the fact that Microvitec has been chosen to supply monitors to every primary and secondary school in the country as part of the government's *Micros in Schools* scheme. You may have already used one, in fact. We've got one in the C&VG office and swear by it for our screen shots.

So, what do you have to do to collect one of these terrific prizes? Just write us an amusing caption to the cover illustration of this book of games. Just what are the two aliens saying to each other—and what is that little robot thinking? The more original you make your punline, the more chance you have of being one of our two winners.

So get your scriptwriter's hat on and dream up a funny line or three. Fill in the coupon—we can't accept any entries which don't come on one—and send it to Caption Contest, Computer & Video Games, Durrant House, 8 Herbal Hill, London, ECTR 5EJ.

Normal C&VG contest rules apply and the editor's decision is, as always, final. No correspondence will be entered into.

We all need a good laugh here at C&VG since the Bug Hunter lost his joke book—so make those captions really funny!